

Tiger Millionaire

SU_1020-011

Final Board

Date: June 13 2013

JUL 09 2013

1020.011

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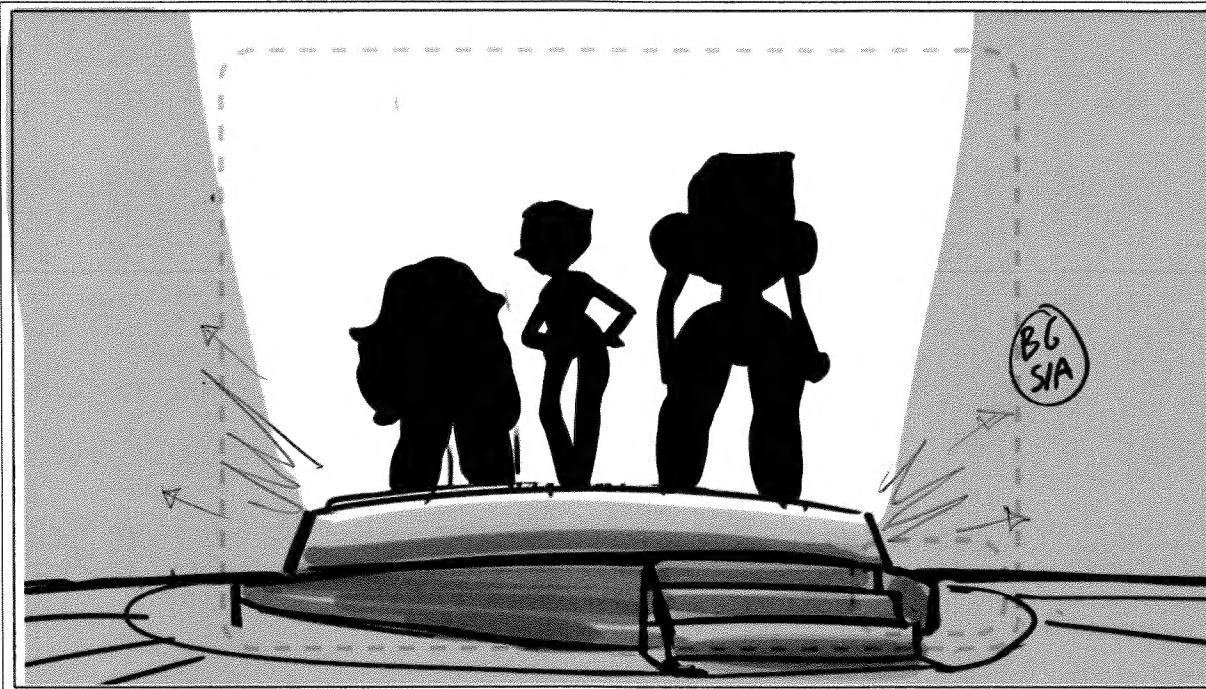
Scene	Panel
1	1



Action Notes
Dim, Natural light.

Slugging
1.03

Scene	Panel
1	2



Action Notes
Gems teleport in

Slugging
1.03

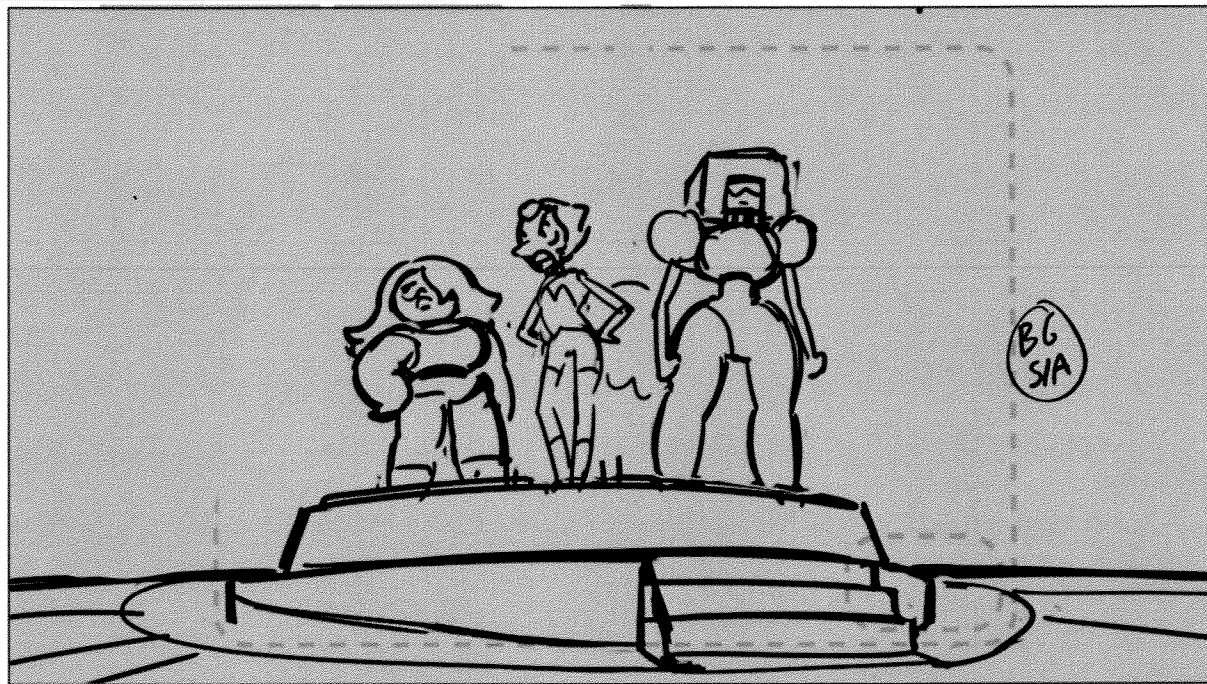
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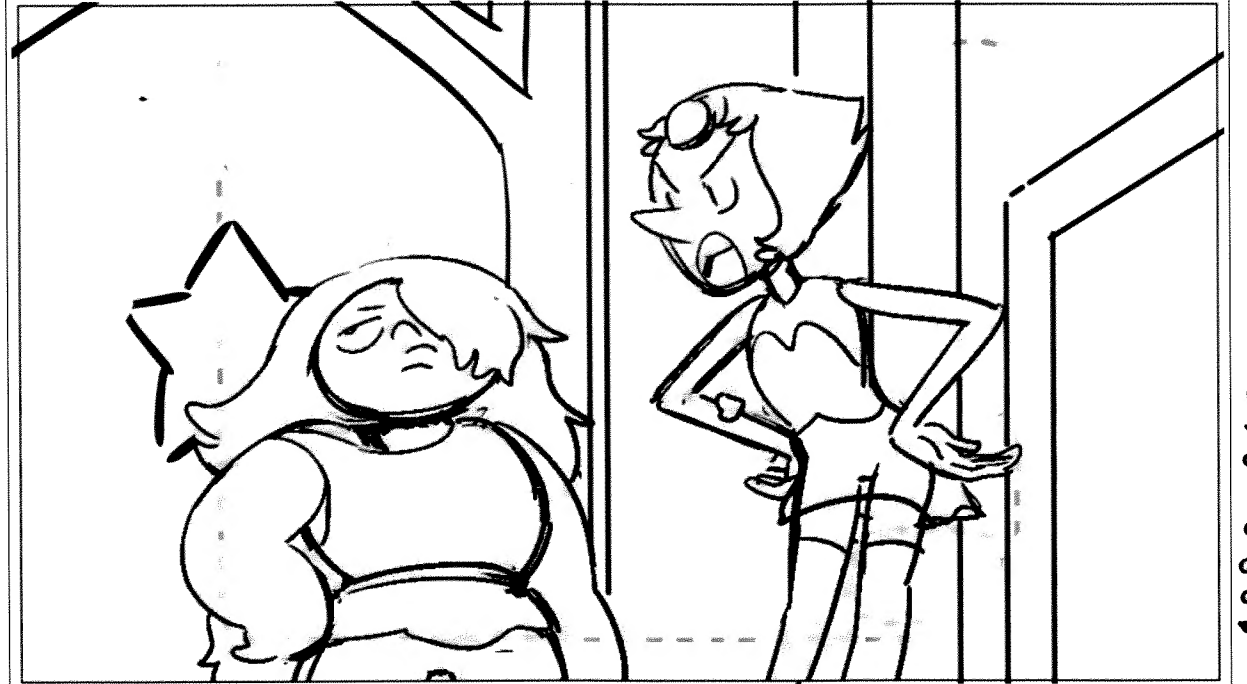
Scene	Panel
1	cont



Dialog
PEARL: HOW COULD YOU POSSIBLY THINK...

Slugging
1.09

Scene	Panel
2	1



Dialog
PEARL: PUNCHING A BLOOD POLYP WAS A GOOD IDEA?

Action Notes
Pearl and Amethyst argue

Slugging
5.04

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Scene	Panel
2	2 <i>CONT</i>



Dialog
PEARL: LOOK AT ALL THIS GUNK YOU GOT ON ME!

Slugging
1.06

Scene	Panel
2	3 <i>CONT</i>



Slugging
0.04

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Scene	Panel
	2 <i>cont</i>

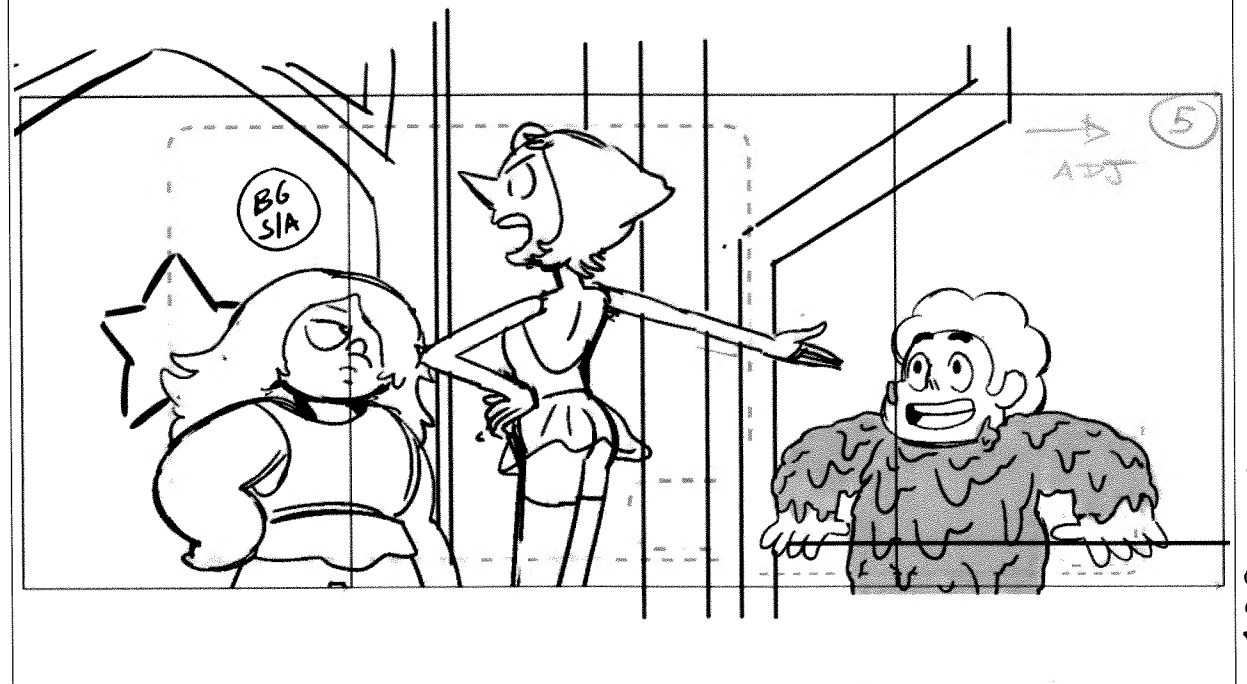
4



Slugging
0.09

Scene	Panel
	2 <i>cont</i>

5



Dialog

PEARL: AND LOOK AT STEVEN!!

Action Notes

Adjust for Steven

Slugging

2.02

HOLD then ADJ then HOLD.

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Scene	Panel
3	1



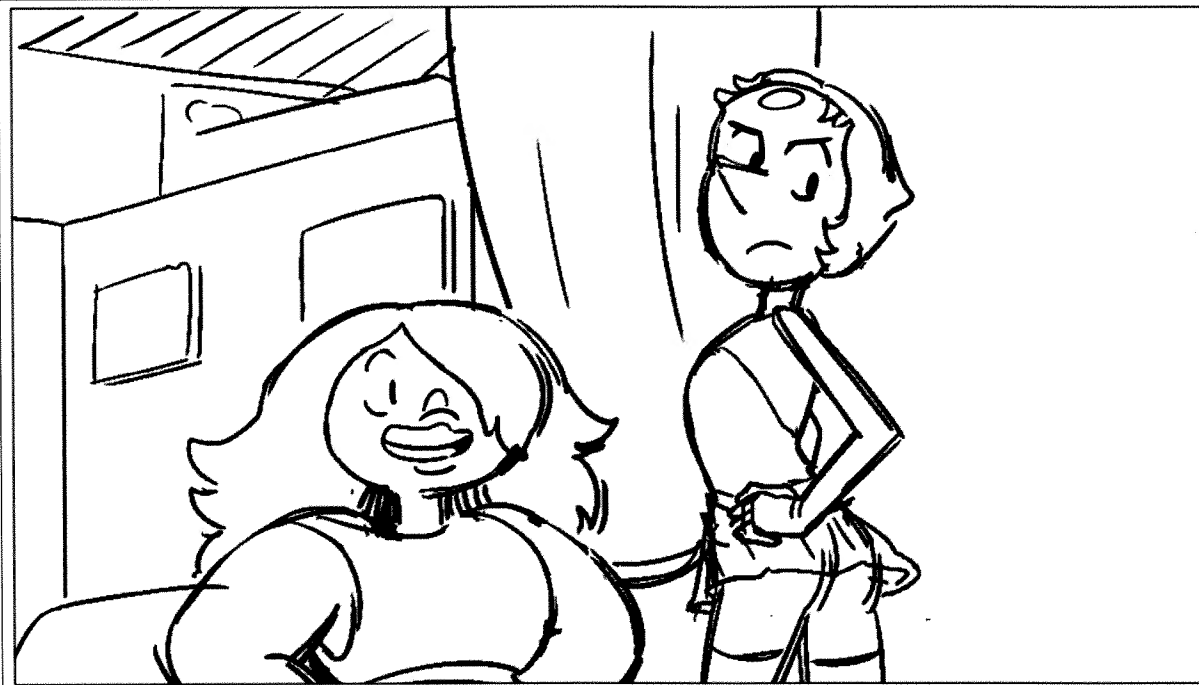
Dialog

STEVEN: IT'S NOT SO BAD ONCE YOU GET USED TO IT.

Slugging

3.09

Scene	Panel
4	1



Dialog

AMETHYST: SEE?

Slugging

Panels 1 + 2 = 2.13

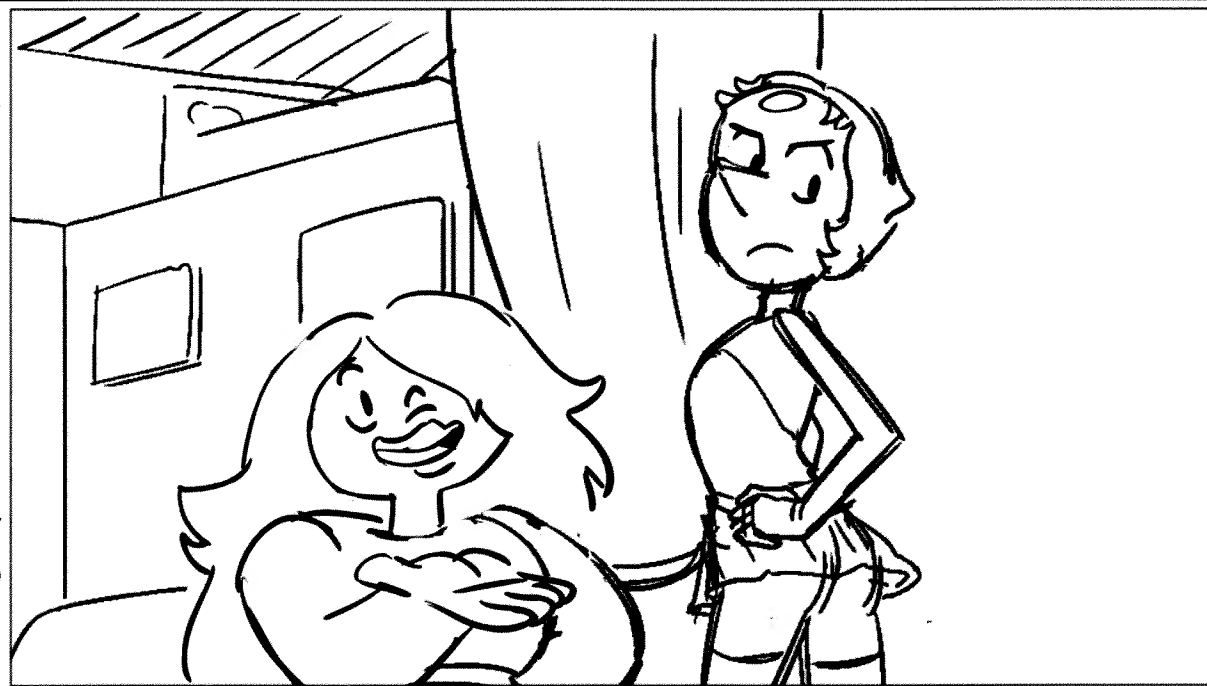
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Scene 4 Panel 2
CONT



Dialog
AMETHYST: HE LIKES IT!

Scene 4 Panel 3
CONT



Dialog
PEARL: HE CERTAINLY WON'T LIKE IT WHEN IT HARDENS!

Slugging
2.11

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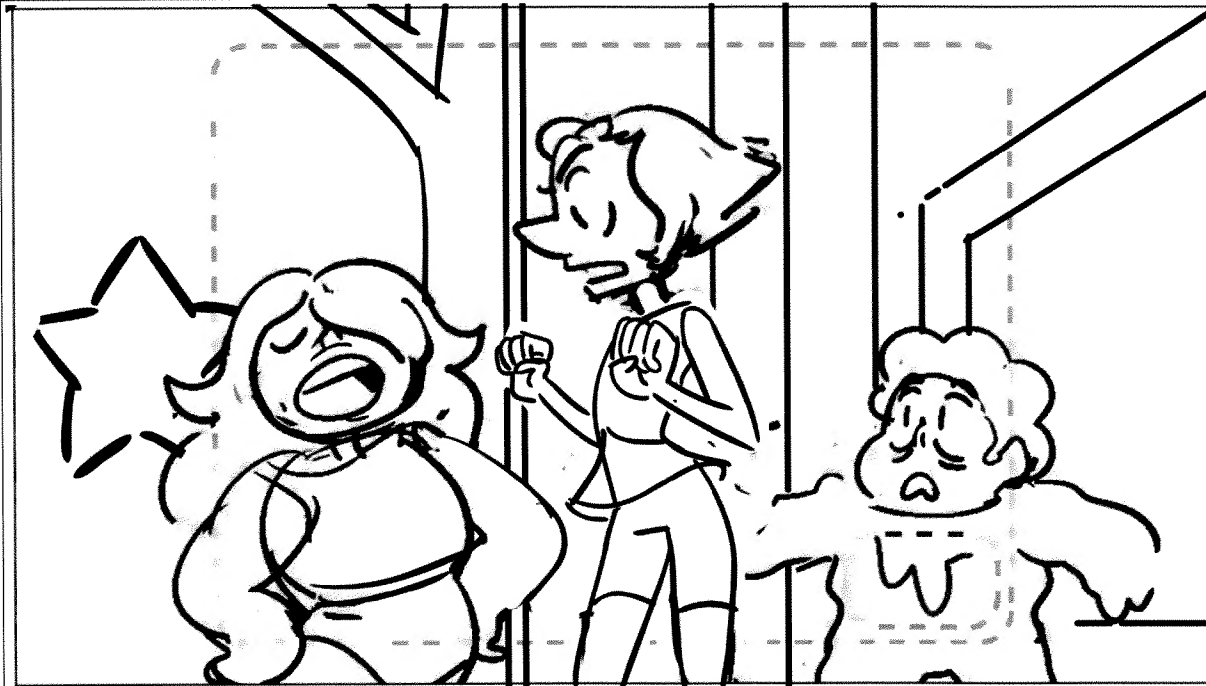
Scene	Panel
5	1



Dialog
STEVEN: UH... WHAT?

Slugging
2.01

Scene	Panel
6	1



Dialog
AMETHYST: MAYBE HE WILL!

Slugging
2.04

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Scene	Panel
6	CONT 2



Dialog
STEVEN: I'M GONNA GO WASH.

Slugging
2.10

Scene	Panel
7	1



Dialog
PEARL (os): HE SHOULDN'T ...

Action Notes
SFX: <Gunk loudly hardening>

Slugging
0.04

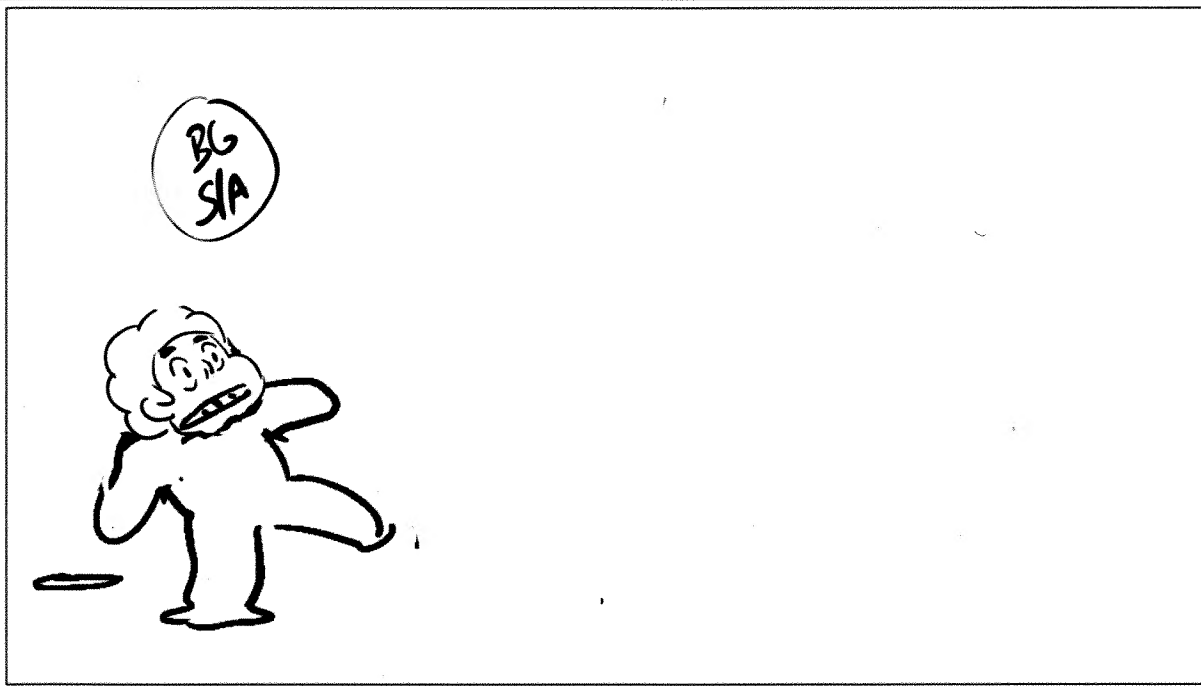
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Scene	Panel
7	CONT
	2

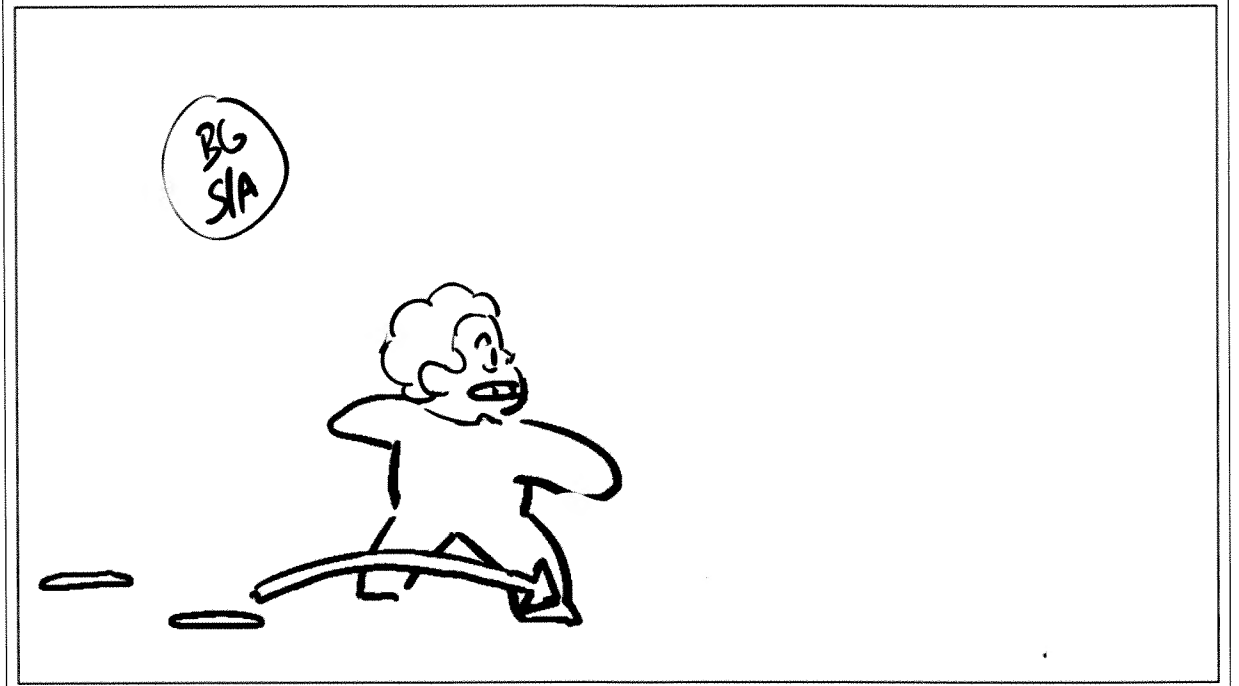


Dialog
PEARL (os): ...HAVE BEEN...

Action Notes
SFX: <Gunk loudly hardening>
Steven walks IN screen left.

Slugging
0.11

Scene	Panel
7	CONT
	3



Dialog
PEARL (os): ...SO CLOSE ...

Action Notes
SFX: <Gunk loudly hardening>

Slugging
0.11

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Scene	Panel
7	CONT 4

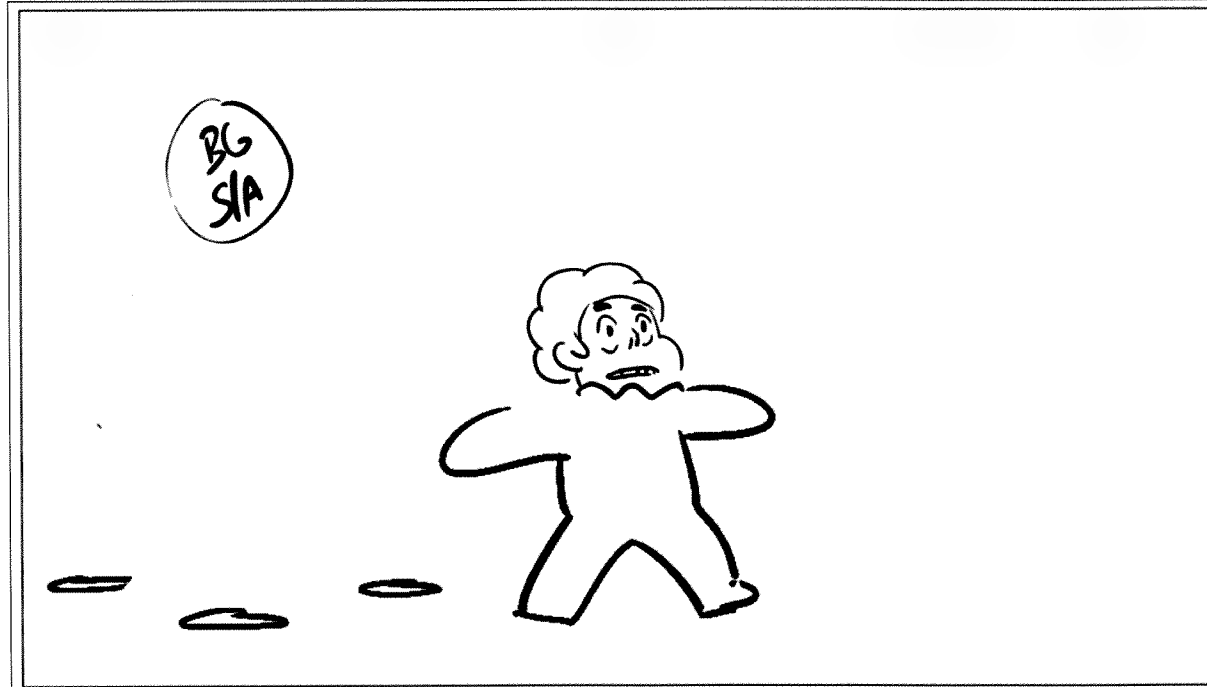


Dialog
PEARL (os): ... IN THE FIRST...

Action Notes
SFX: <Gunk loudly hardening>

Slugging
1.00

Scene	Panel
7	CONT 5



Dialog
PEARL(os): ...PLACE!

Action Notes
SFX: <Gunk loudly hardening>

Slugging
1.02

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Scene	Panel
7	CONT 6



Dialog
AMETHYST (os): HOW WAS I SUPPOSED TO KNOW THEY'D

Slugging
1.04

Scene	Panel
8	1



Dialog
AMETHYST (os): ...POP?

STEVEN: (STRAINING EFFORTS)

Slugging
Panels 1 +2 = 1.00

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Scene	Panel
8	CONT

2



Dialog

AMETHYST (os): ...POP?

STEVEN: (STRAINING EFFORTS)

Action Notes

Steven struggles to move

Scene	Panel
8	CONT

3



Dialog

STEVEN: UH... GUYS?

Slugging

2.03

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Scene	Panel
8	CONT

4



Dialog

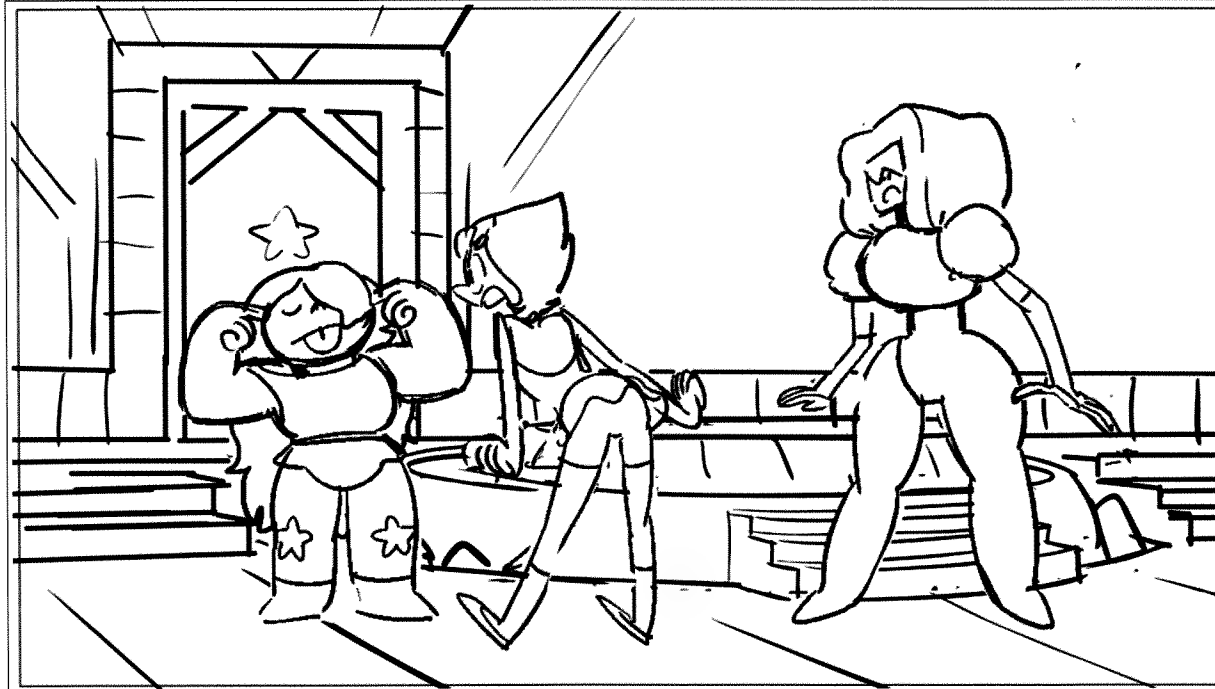
PEARL (os): (*SHOUTING) YOU'RE ALWAYS PUTTING US IN DANGER ...

Slugging

2.00

Scene	Panel
9	1

1



Dialog

PEARL: ...WITH YOU LITTLE OUTBURSTS!

Slugging

2.08

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Scene	Panel
10	1



Dialog

PEARL: (*SHAKING IN ANGER) YOU ARE JUST...!!! SO...

Slugging

5.00

Notes

H.U. Pearl to previous scene.

Scene	Panel
11	1



Dialog

PEARL (os): ...CHILDISH...

Action Notes

Amethyst waves hand open
imitating Pearl rambling.
Cycle panels 1 + 2 x 3

Slugging

Panels 1 + 2 = 1.13

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Scene	Panel
11	CONT
2	



Dialog
PEARL (os): ...CHILDISH...

Action Notes
Amethyst waves hand closed.

Scene	Panel
11	CONT
3	



Dialog
AMETHYST: YEAH, YEAH.

Slugging
1.08

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Scene	Panel
11	CONT
4	



Dialog
AMETHYST: DON'T FORGET "RECKLESS",

Action Notes
Amethyst counts the words on her fingers.

Slugging
Panels 4 to 6 = 3.06

Scene	Panel
11	CONT
5	



Action Notes
Amethyst counts the words on her fingers.

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Scene	Panel	
11	CONT	6



Dialog
AMETHYST: VULGAR",...

Action Notes
Amethyst counts the words on her fingers.

Scene	Panel	
11	CONT	7



Dialog
AMETHYST: ... "LOUDMOUTH"...

Action Notes
Amethyst makes air quotes.
cycle this panel with next x2

Slugging
Panels 7 + 8 = 1.13

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Scene	Panel
11	CONT 8



Dialog
AMETHYST: ... "LOUDMOUTH"...

Scene	Panel
12	1



Slugging
Panels 1 + 2 = 3.13

Notes
H.U. Amethyst to previous scene.

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Scene	Panel
12	CONT 2



Dialog

AMETHYST: THAT'S JUST WHAT MAKES ME SO AWESOME!!

Scene	Panel
12	CONT 3



Dialog

AMETHYST: RIGHT...

Slugging

0.14

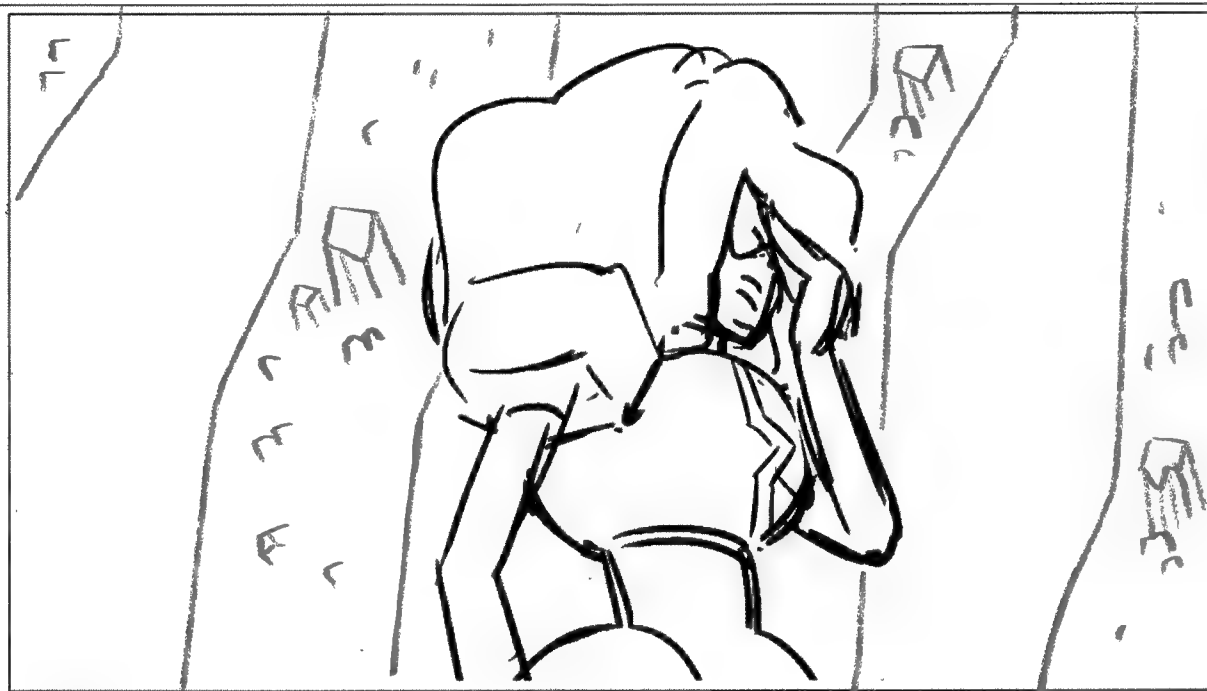
0.14

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Scene	Panel
13	1



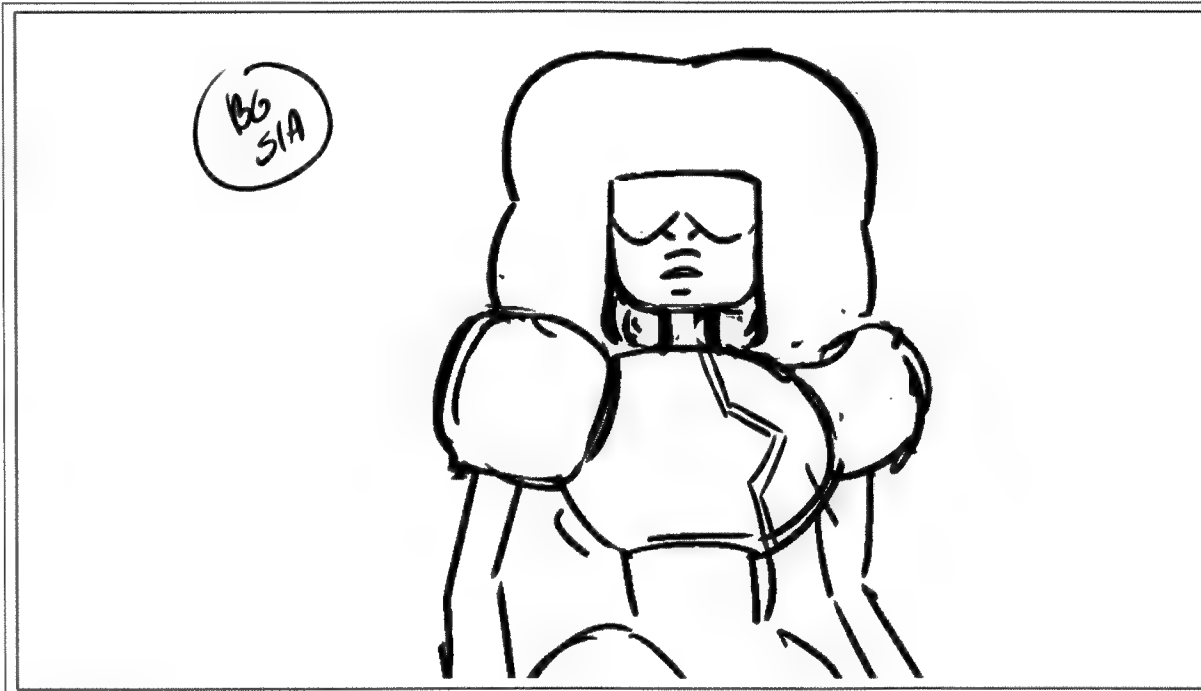
Dialog
AMETHYST (os): ...GARNET?!!

Action Notes
GARNET: <SLOW, PAINED, NASAL SIGH>

Slugging
1.15

Scene	Panel
13	2

CONT



Dialog
GARNET: AMETHYST.

Slugging
1.12

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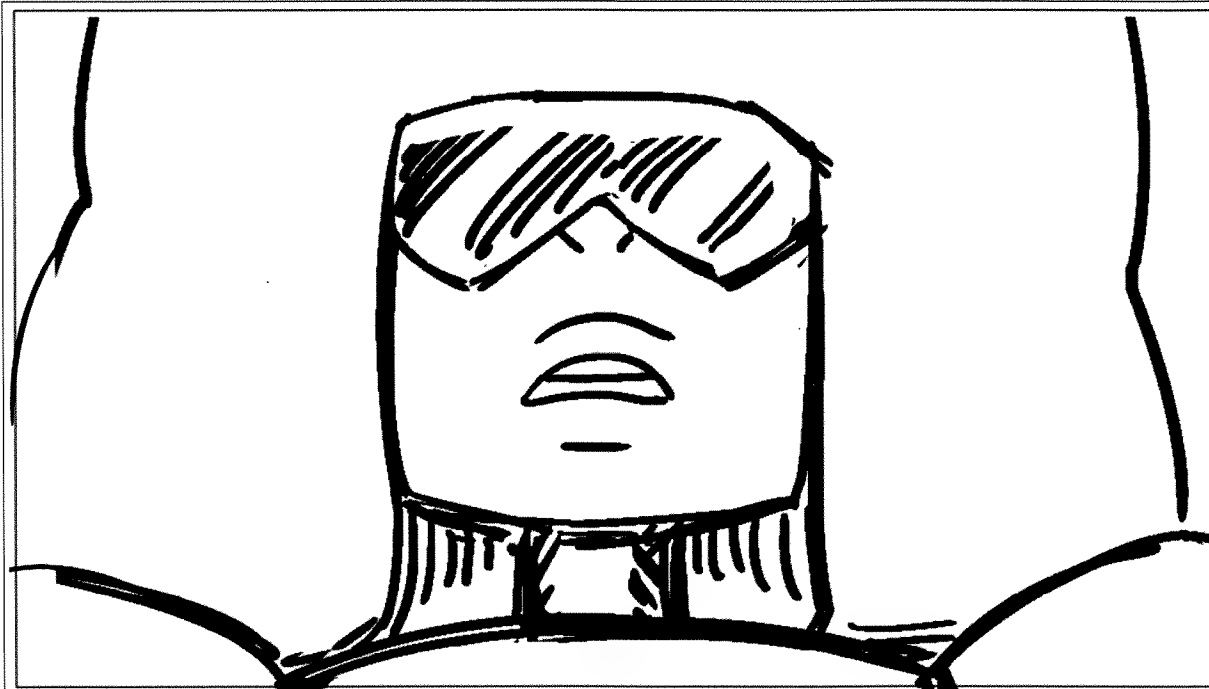
Scene	Panel
14	1



Dialog
GARNET (os): YOU ARE A CRYSTAL GEM.

Slugging
2.11

Scene	Panel
15	1



Dialog
GARNET: YOU NEED TO ACT LIKE IT.

Slugging
3.01

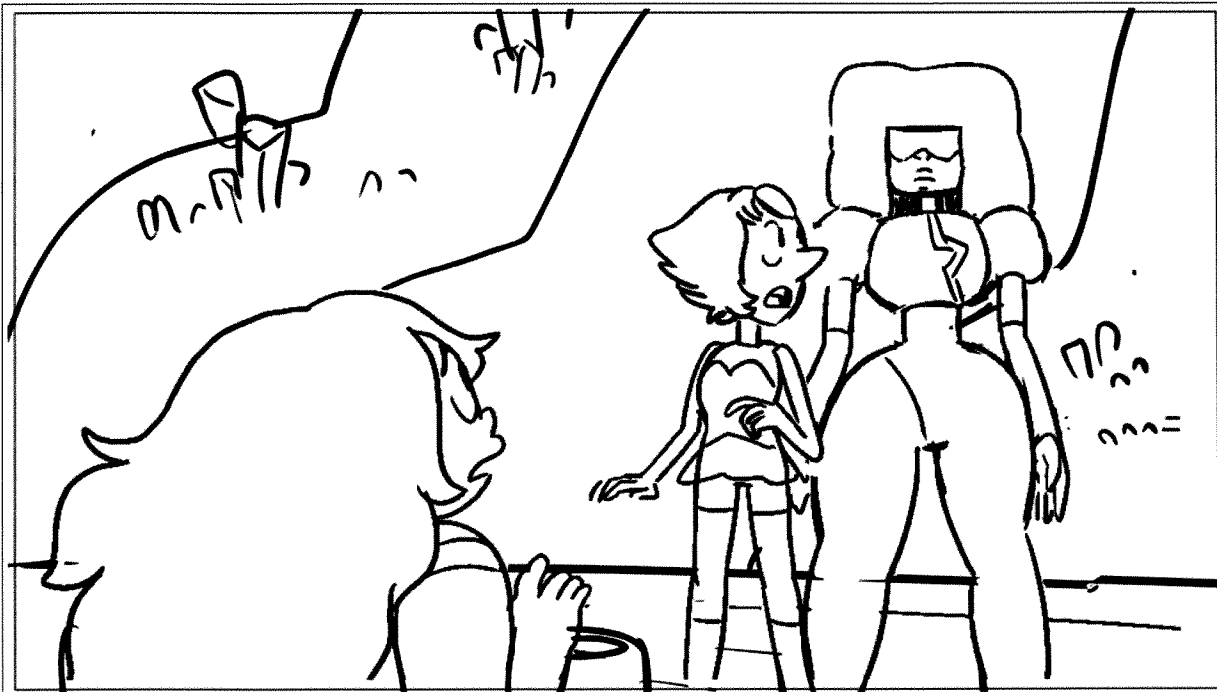
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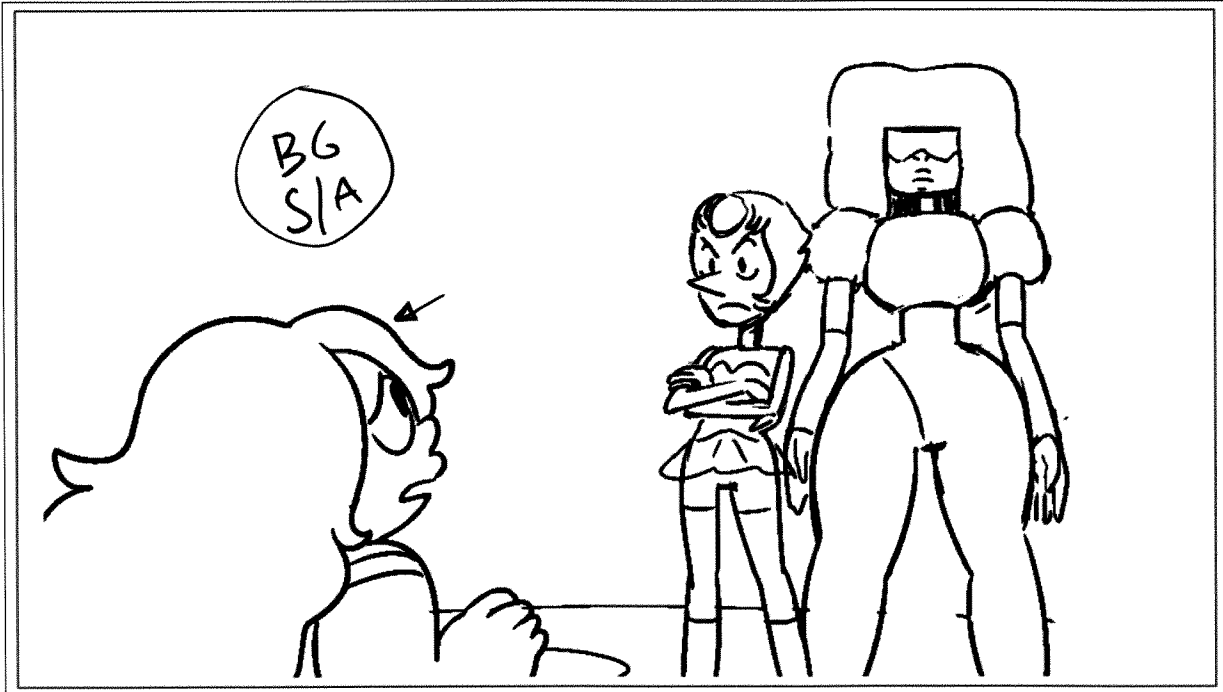
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Scene	Panel
16	1



Slugging
1.06

Scene	Panel
16	2



Slugging
1.05

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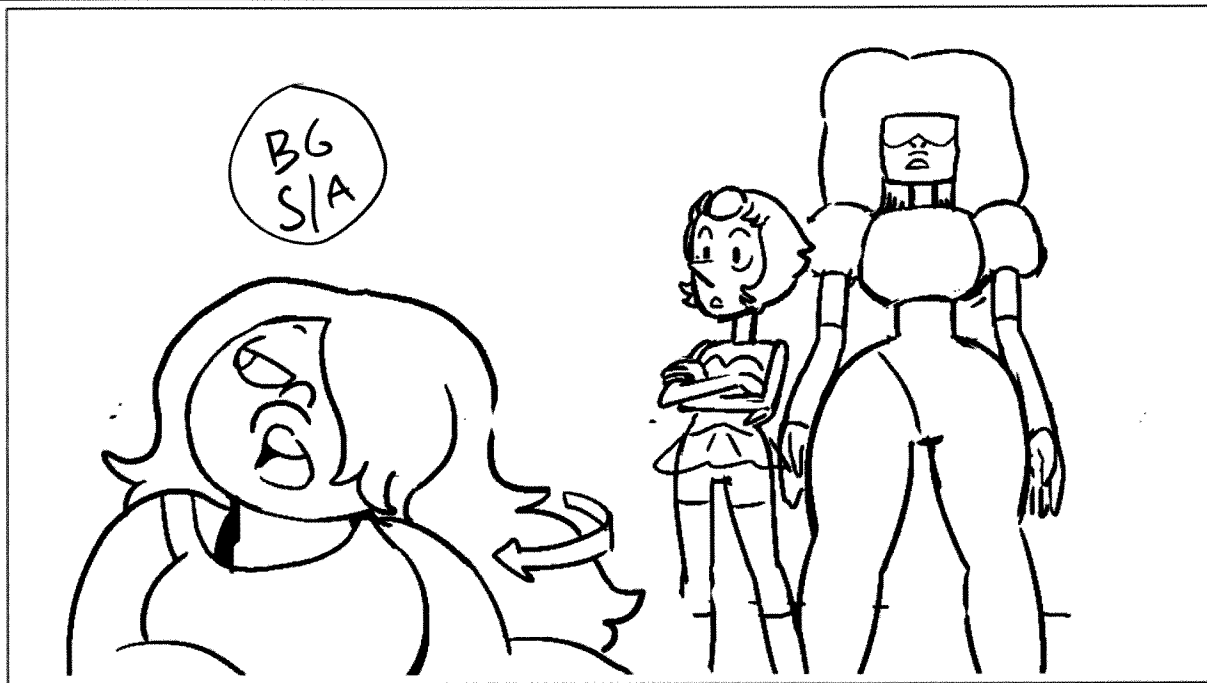
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Scene	Panel
16	<i>CONT</i>

3



Dialog
AMETHYST: FINE!

Slugging
Panels 3 + 4 = 1.04

Scene	Panel
16	<i>CONT</i>

4



Action Notes
AMETHYST out

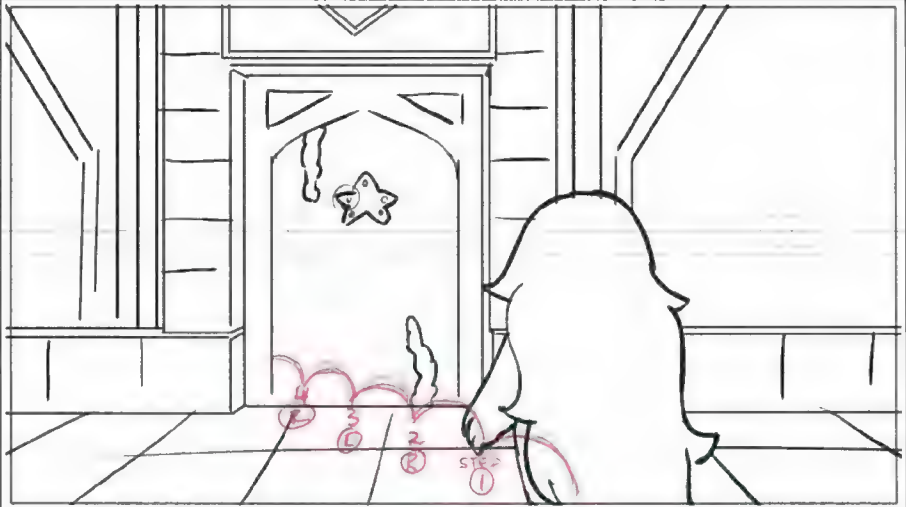
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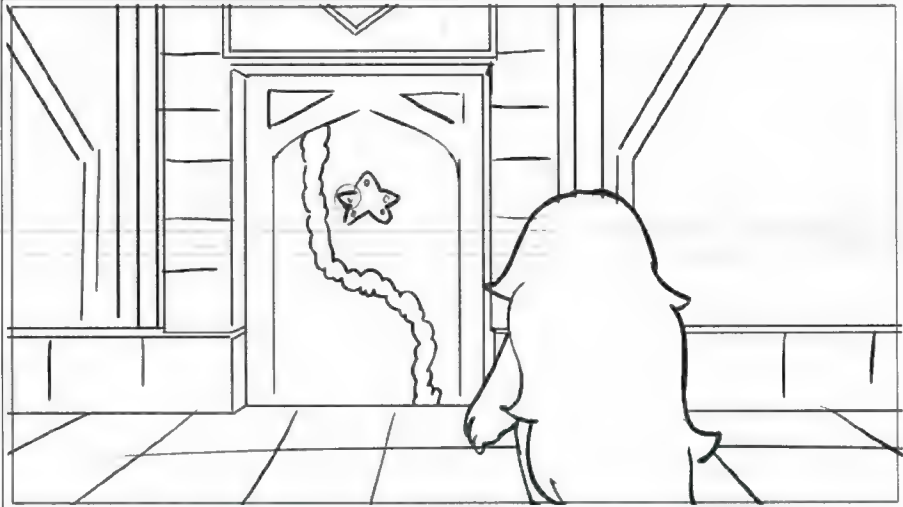
Scene	Duration	Panel	Duration
17	06:00	1	01:00



Action Notes

Amethyst walks toward the door, light shines from the left gem on the door

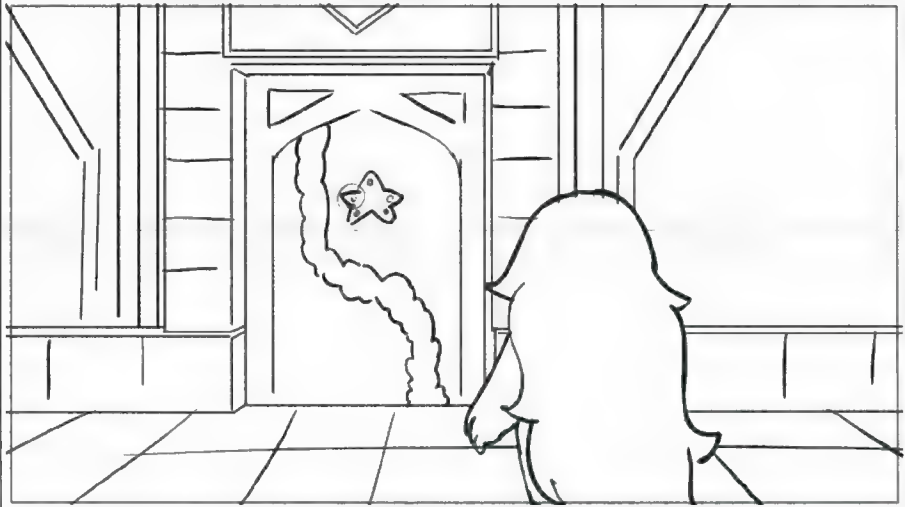
Scene	Duration	Panel	Duration
17	06:00	2	01:00



Action Notes

Amethyst walks toward the door, light shines from the left gem on the door

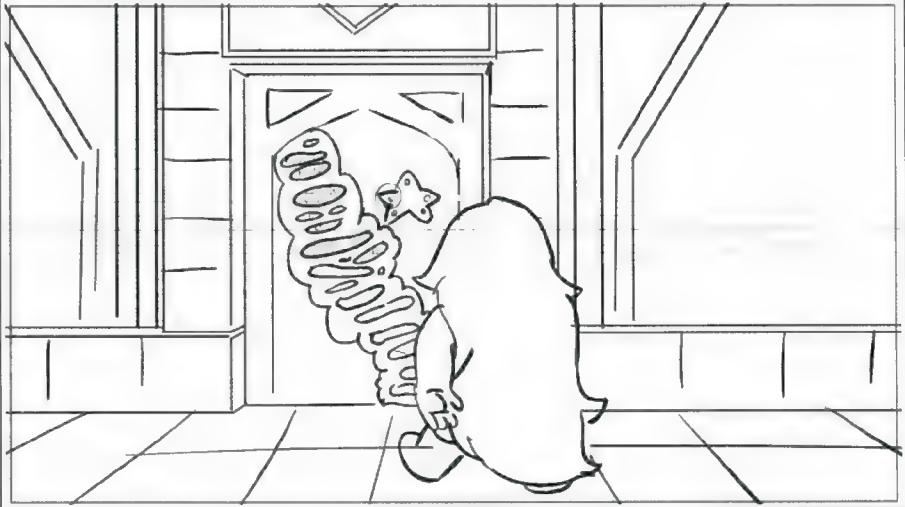
Scene	Duration	Panel	Duration
17	06:00	3	01:00



Action Notes

Amethyst walks toward the door, light shines from the left gem on the door

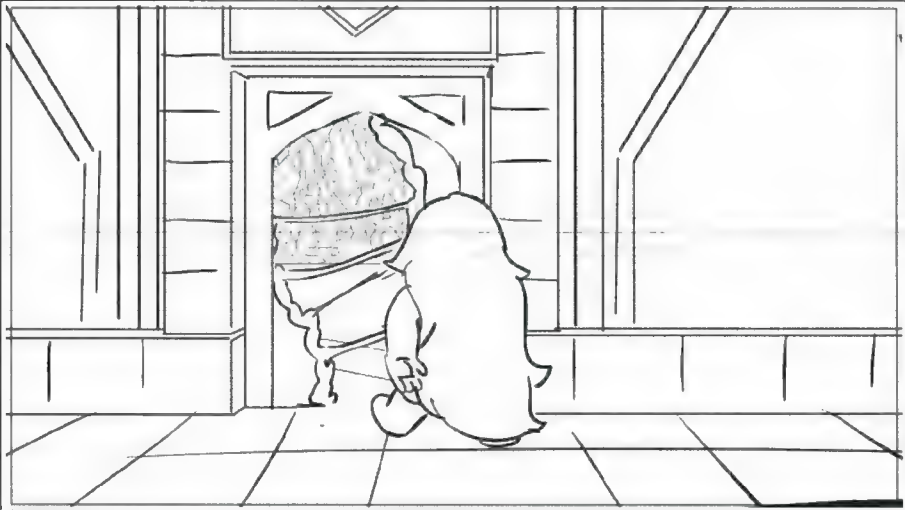
Scene	Duration	Panel	Duration
17	06:00	4	01:00



Action Notes

SFX: <Door opens>

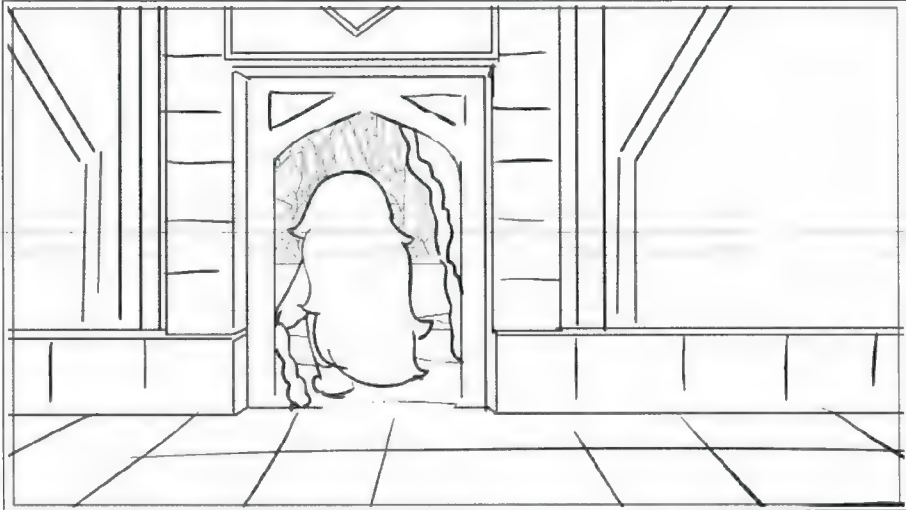
Scene	Duration	Panel	Duration
17	06:00	5	01:00



Action Notes

SFX: <Door opens>

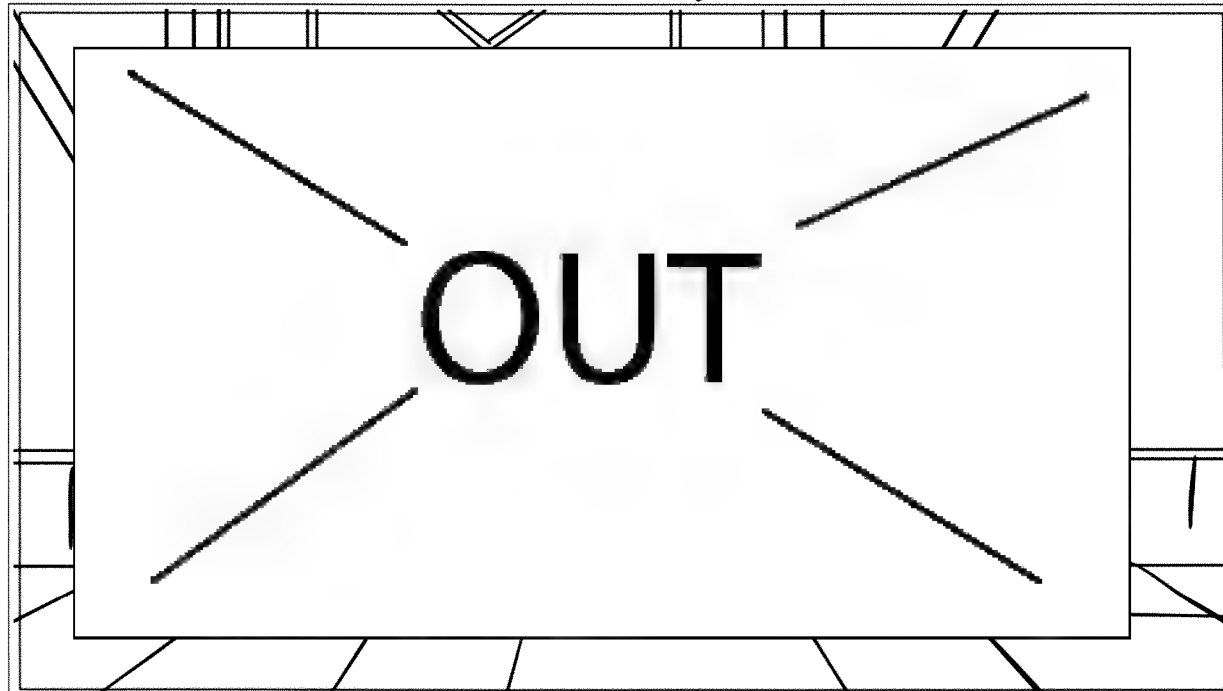
Scene	Duration	Panel	Duration
17	06:00	6	01:00



Action Notes

door closes

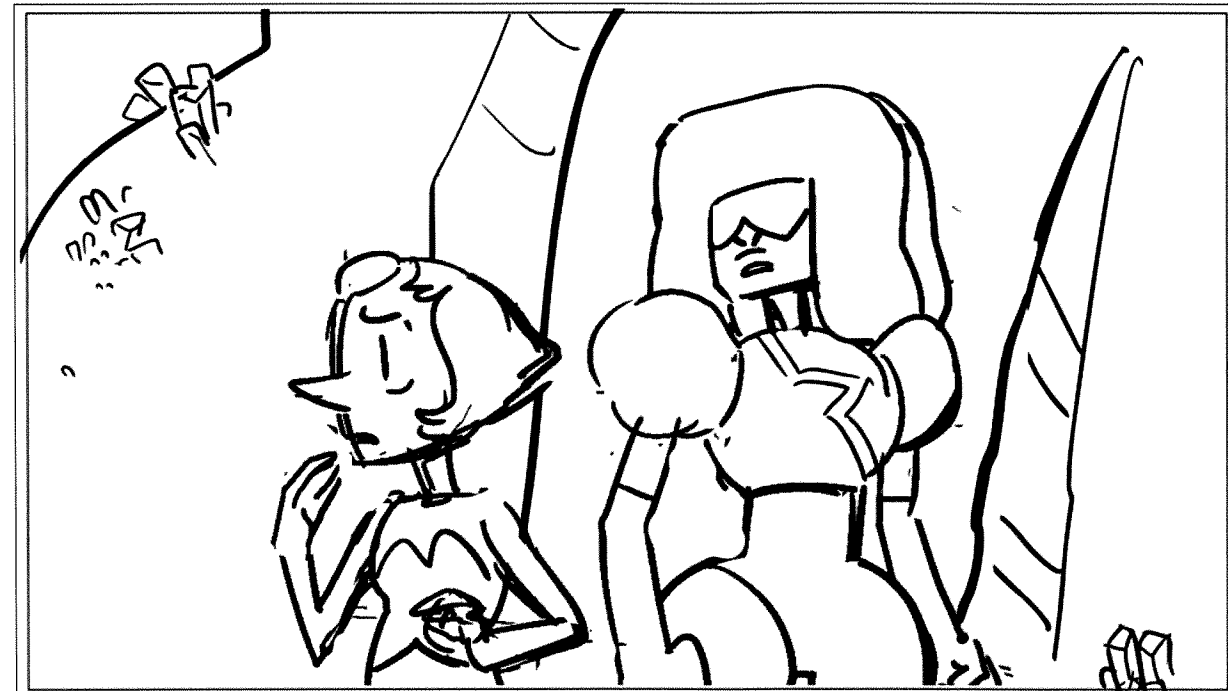
Scene	Panel
17	CONT



Action Notes
door closes

Slugging
0.11

Scene	Panel
18	1



Action Notes
SFX: <Door close OS>

Slugging
1.10

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Scene	Panel
18	<i>CONT</i>

2



Dialog

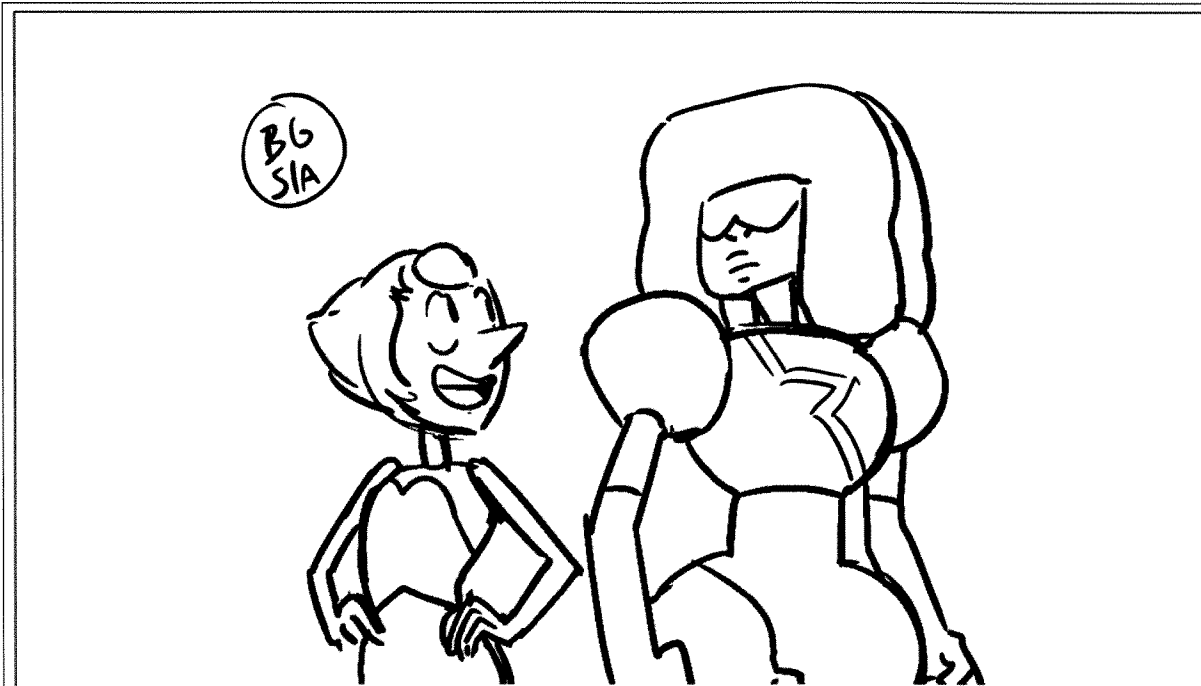
PEARL: I THINK WE REALLY GOT...

Slugging

1.12

Scene	Panel
18	<i>CONT</i>

3



Dialog

PEARL: ...THROUGH TO HER!

Slugging

1.04

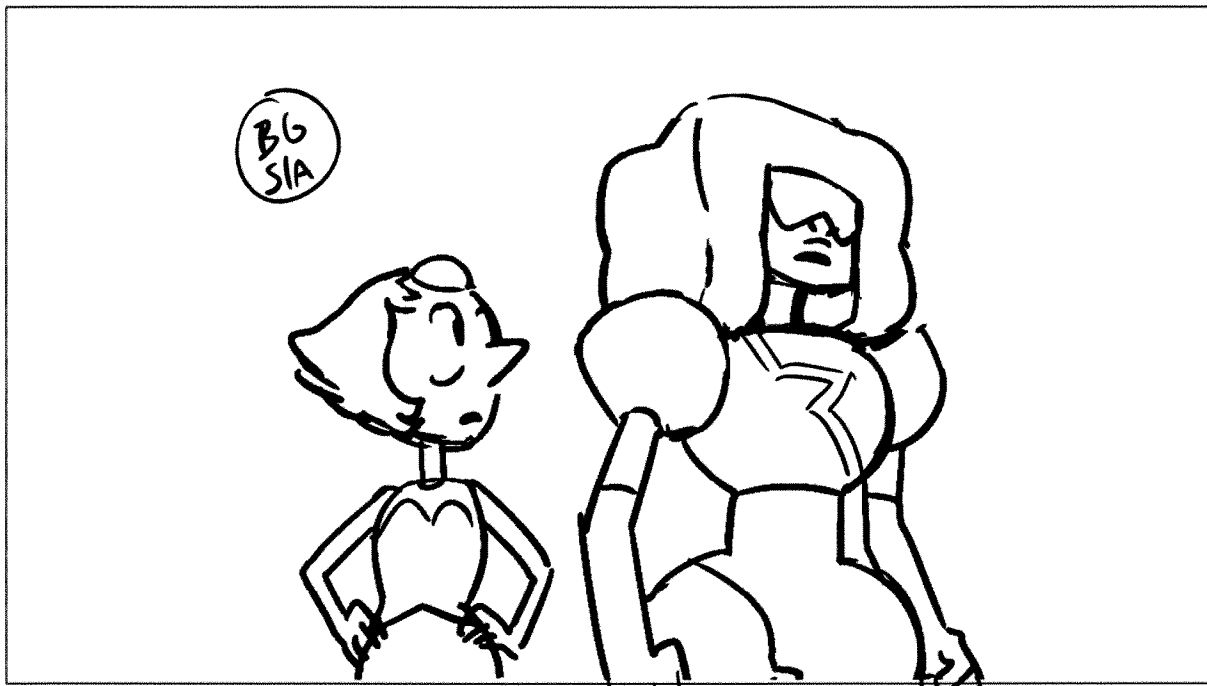
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Scene	Panel
18	<i>CONT</i>

4

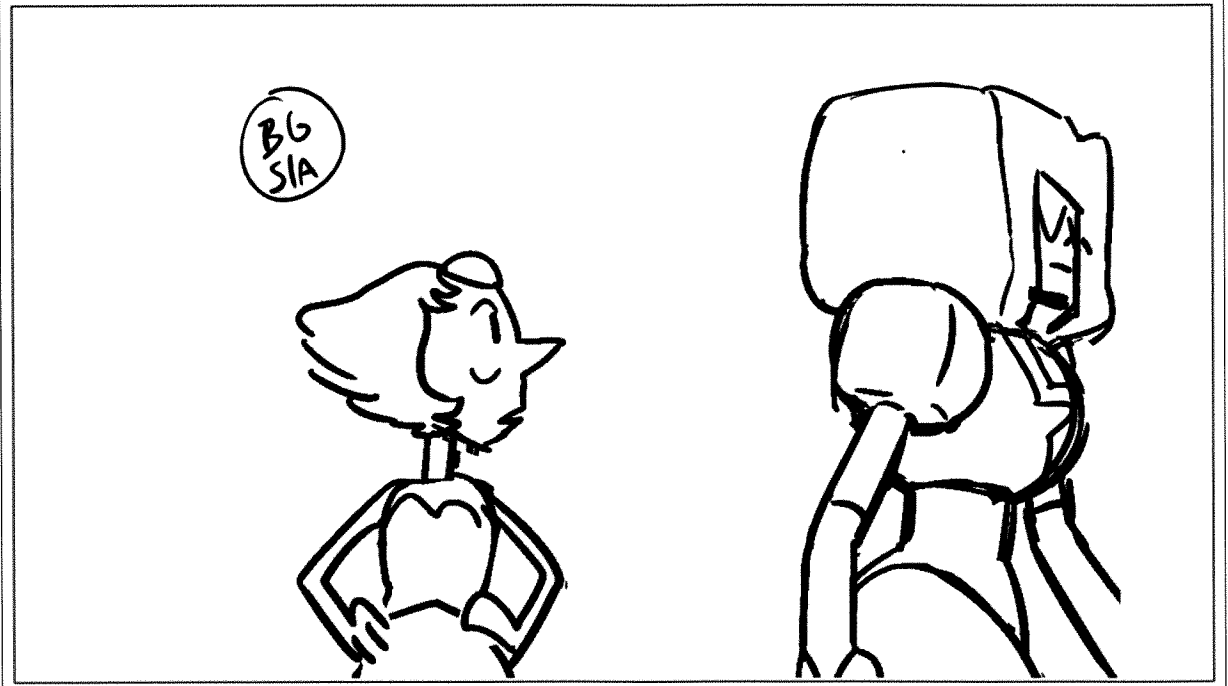


Dialog
GARNET: <SIGH>

Slugging
1.01

Scene	Panel
18	<i>CONT</i>

5



Slugging
0.11

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Scene	Panel
18	CONT
	6



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Action Notes

Garnet OUT screen right.

Slugging

0.04

Scene	Panel
18	CONT
	7



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Action Notes

Pearl follows Garnet OUT screen right.

Slugging

0.10

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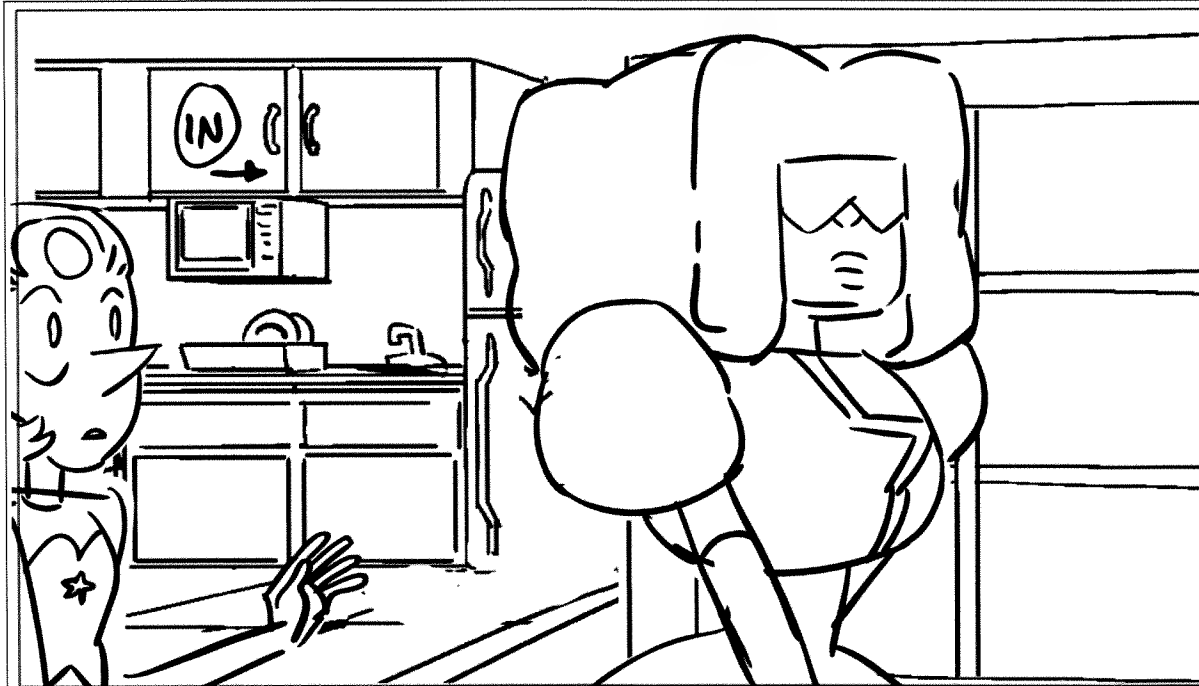
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Scene	Panel
19	1



Slugging
0.04

Scene	Panel
19	2 <i>cont</i>



Action Notes
Pearl IN screen left - follows Garnet.

Slugging
Panels 2 + 3 = 0.08

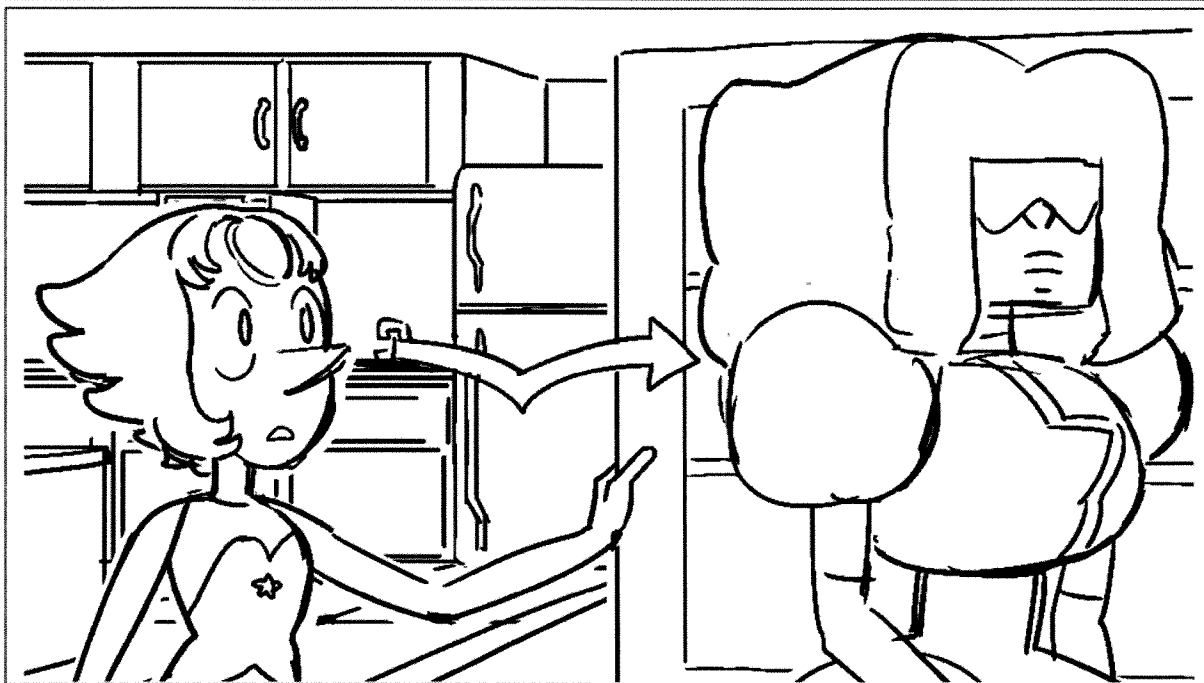
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Scene	Panel
19	cont 3



Action Notes

Pearl IN screen left - follows Garnet.

Scene	Panel
19	cont 4



Dialog

PEARL: RIGHT, GARNET?

Action Notes

Garnet OUT screen right.

Slugging

1.00

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Scene 19 Panel 5
cont



Action Notes

Pearl OUT screen right.

Slugging

0.08

Notes

Pearl closes door behind her.

Scene 19 Panel 6
cont



Slugging

1.11

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Scene	Panel
19	<i>CONT</i>

7



Dialog
STEVEN: ... GUYS?

Slugging
1.10

Scene	Panel
19	<i>CONT</i>

8



Slugging
1.05

Cross-fade the end to panel 9.

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Scene	Panel
19	CONT 9



Dialog
 STEVEN: <SNORING>

Action Notes
 Crossfade to night time.

Slugging
 2.11

Scene	Panel
20	1



Slugging
 2.10

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Scene	Panel
20	CONT 2



Dialog
STEVEN: <SNORING>

Action Notes
SFX: <Door opening OS>

Slugging
2.08

Scene	Panel
20	CONT 3



Dialog
STEVEN: SN-HUH?

Slugging
1.02

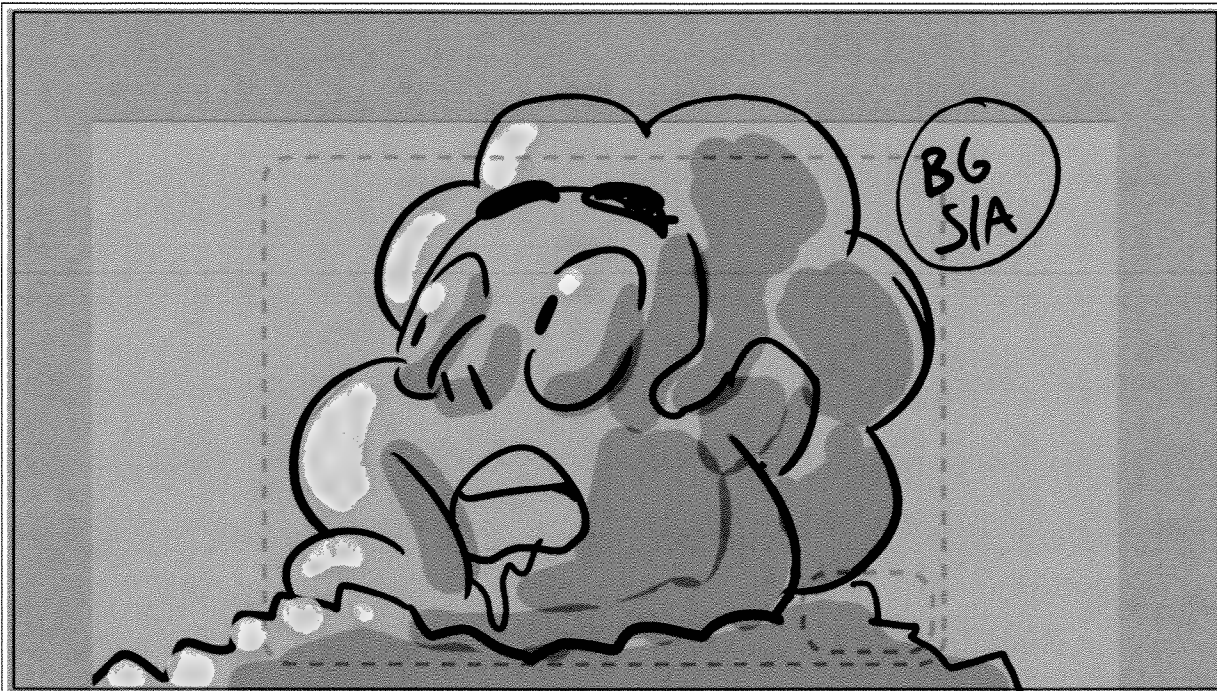
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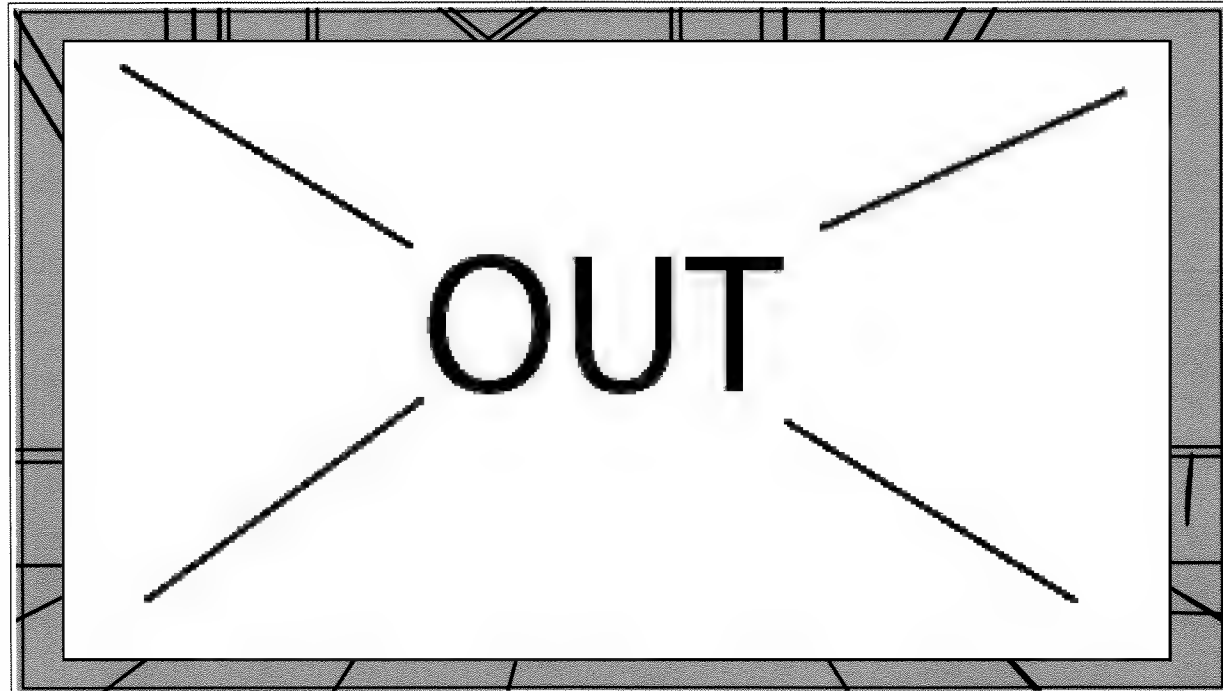
Scene	Panel
20	4



Dialog
STEVEN: HWUH?

Slugging
1.01

Scene	Panel
21	1



Slugging
0.07

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Scene	Duration	Panel	Duration
21	08:00	1	01:00



Action Notes

Left gem glows on star

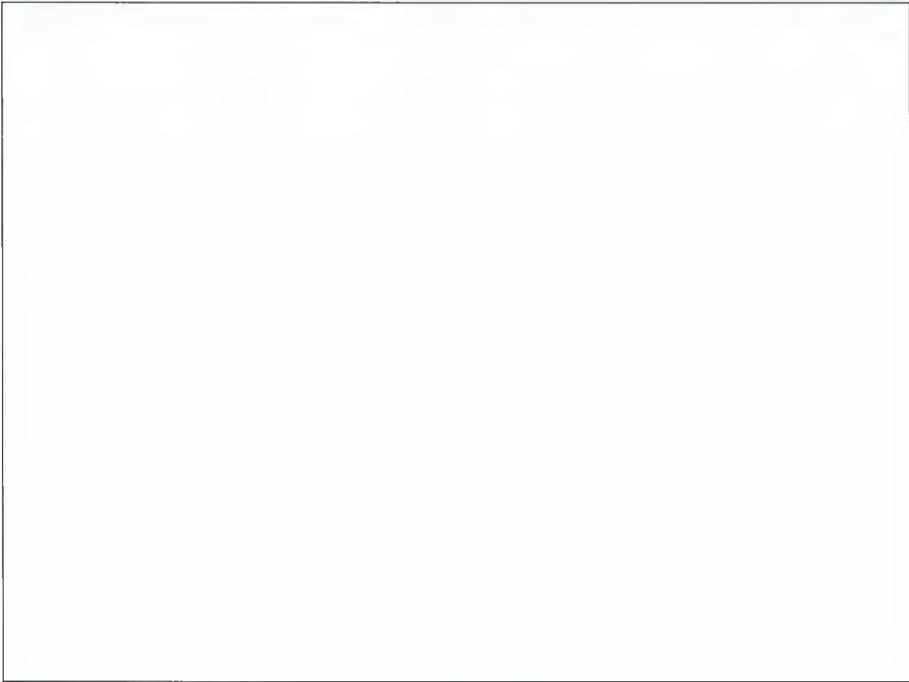
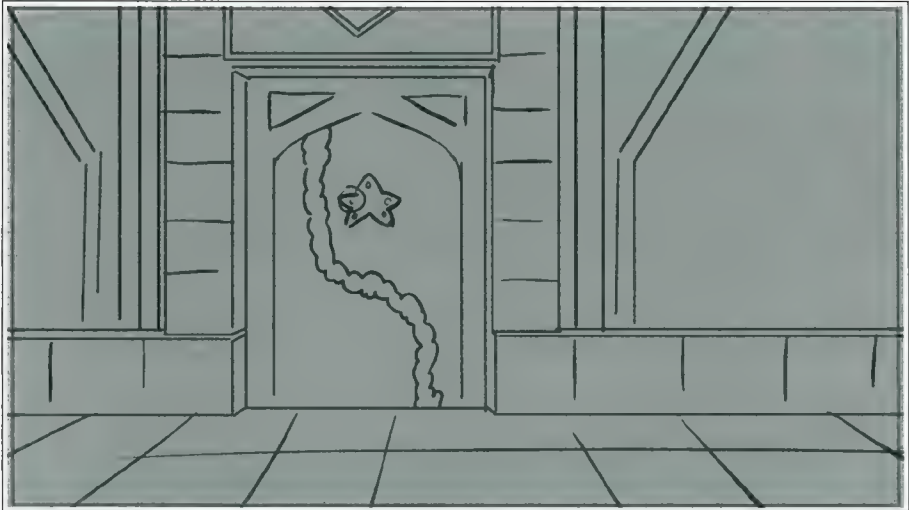
Scene	Duration	Panel	Duration
21	08:00	2	01:00



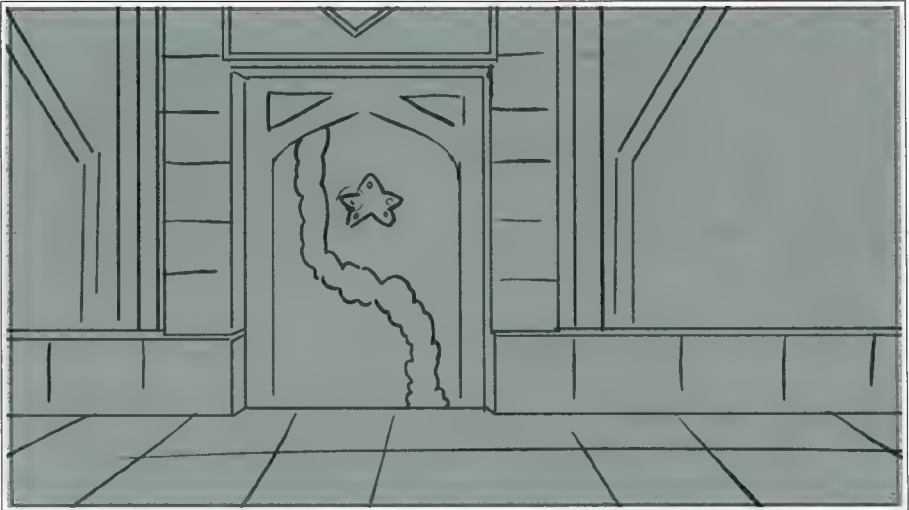
Action Notes

AMETHYST's door begin to open

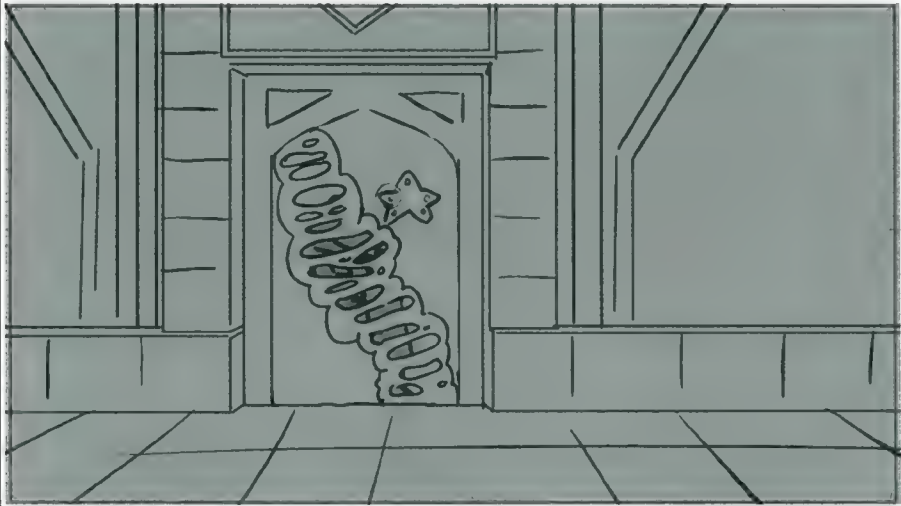
Scene	Duration	Panel	Duration
21	08:00	3	01:00



Scene	Duration	Panel	Duration
21	08:00	4	01:00



Scene	Duration	Panel	Duration
21	08:00	5	01:00



Action Notes

Door opens to show Amethsyt
in disguise

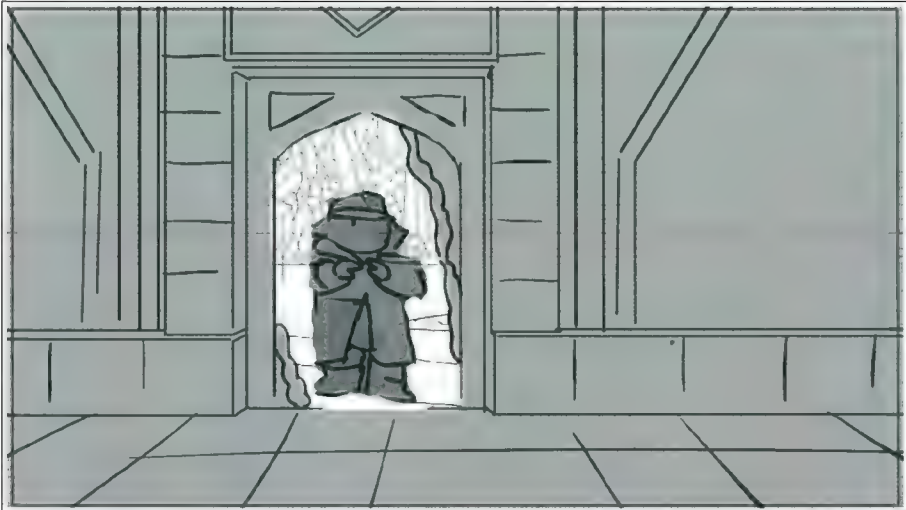
Scene	Duration	Panel	Duration
21	08:00	6	01:00



Action Notes

Door opens to show Amethsyt
in disguise

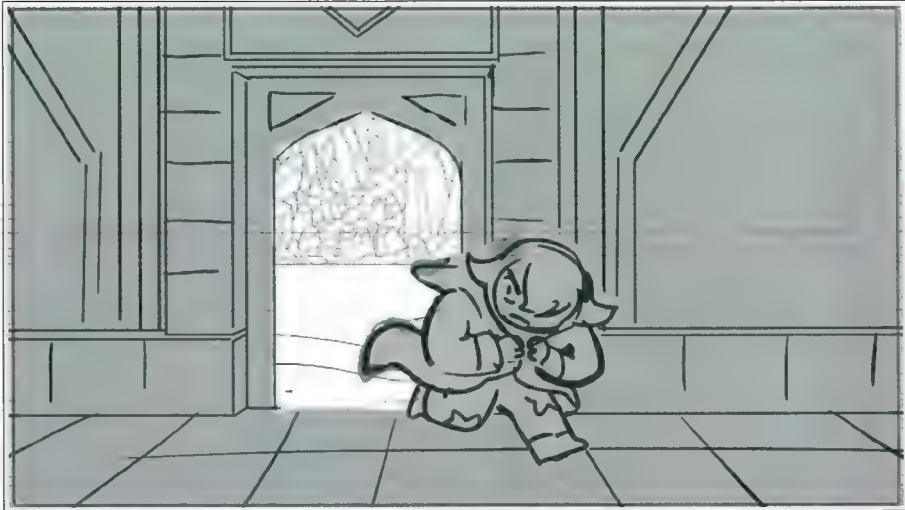
Scene	Duration	Panel	Duration
21	08:00	7	01:00



Action Notes

Door opens to show Amethsyt
in disguise

Scene	Duration	Panel	Duration
21	08:00	8	01:00



Action Notes

Amethyst sneaks into room

Scene	Panel
22	1



Dialog
STEVEN: ... AMETHYST?

Action Notes
Amethyst into scene.

Slugging
0.04

Scene	Panel
22	2



Slugging
0.06

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Scene Panel
22 CONT 3



Dialog
STEVEN: <STRUGGLING AGAINST CAST>

Action Notes
SFX: <Door close OS>

Amethyst OUT screen right.

Slugging
1.08

Scene Panel
22 CONT 4



Dialog
STEVEN: <STRUGGLING AGAINST CAST>

Action Notes
SFX: <Door close OS>

Slugging
0.09

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Scene	Panel
23	1



Action Notes
Steven is falling down.

Slugging
0.05

Scene	Panel
23	2



Dialog
STEVEN: <HITS GROUND FACE DOWN>

Action Notes
Hardened blood-polyp casing shatters on impact

Slugging
1.03

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Scene	Panel
23	CONT

3

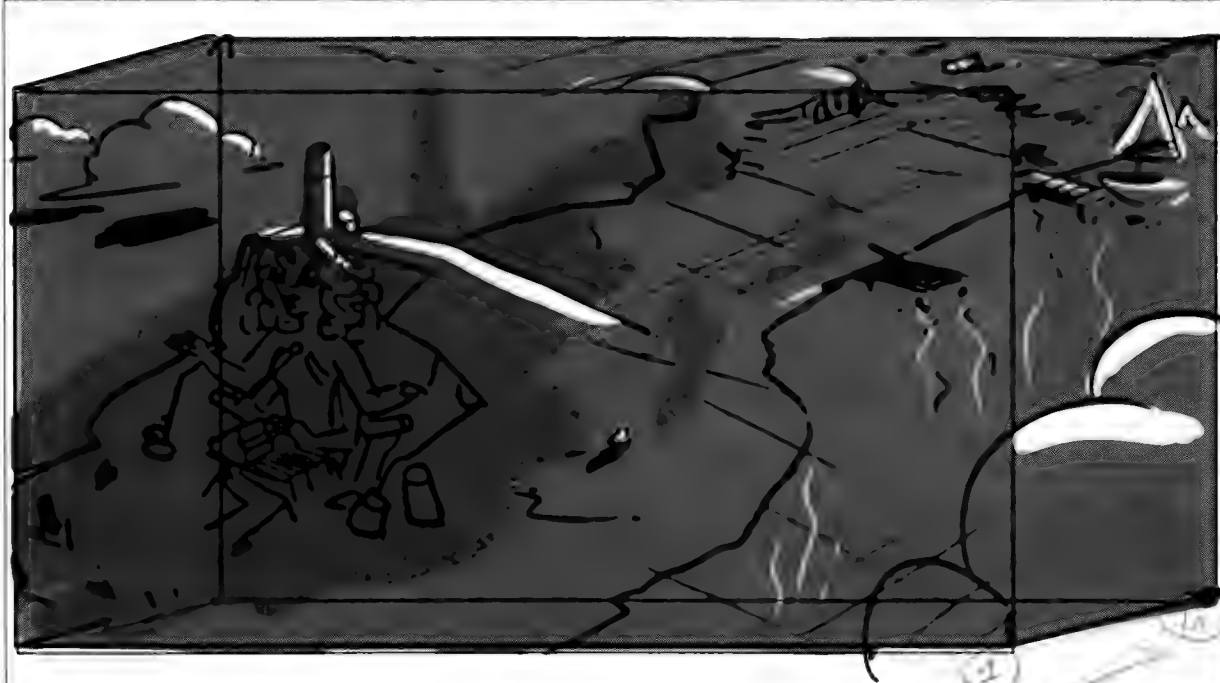


Dialog
STEVEN: AMETHYST?

Slugging
1.11

Scene	Panel
24	1

1



Action Notes
Amethyst runs away from the temple.

Slugging
Panels 1 to 3 = 2.08

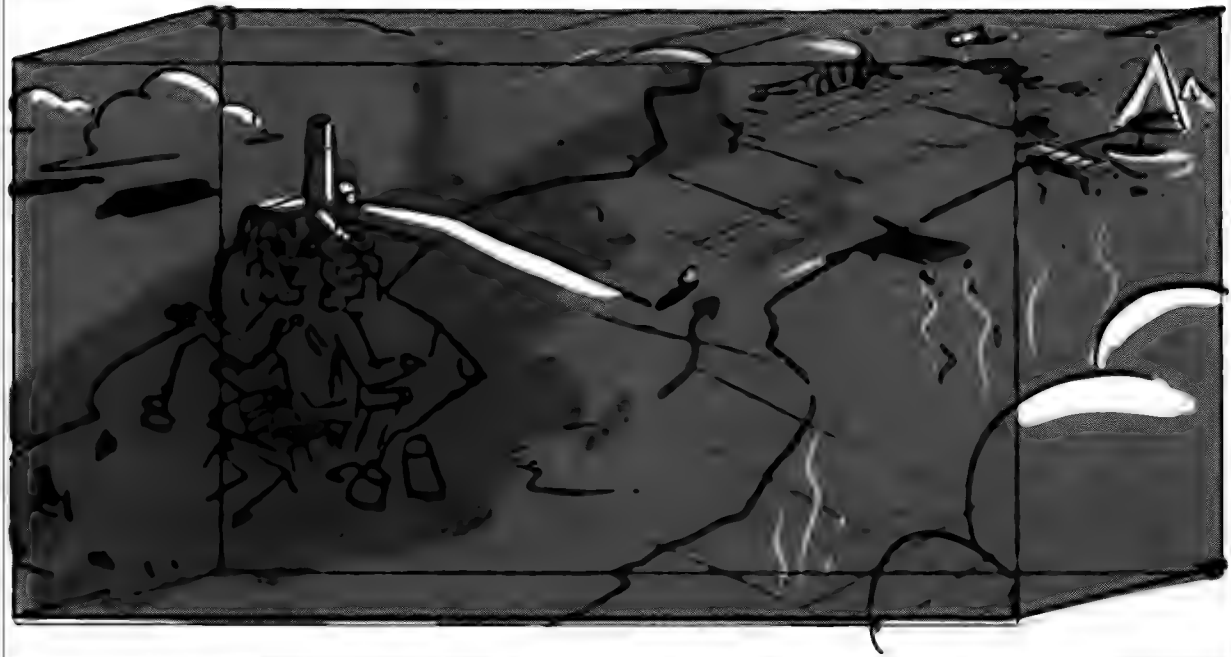
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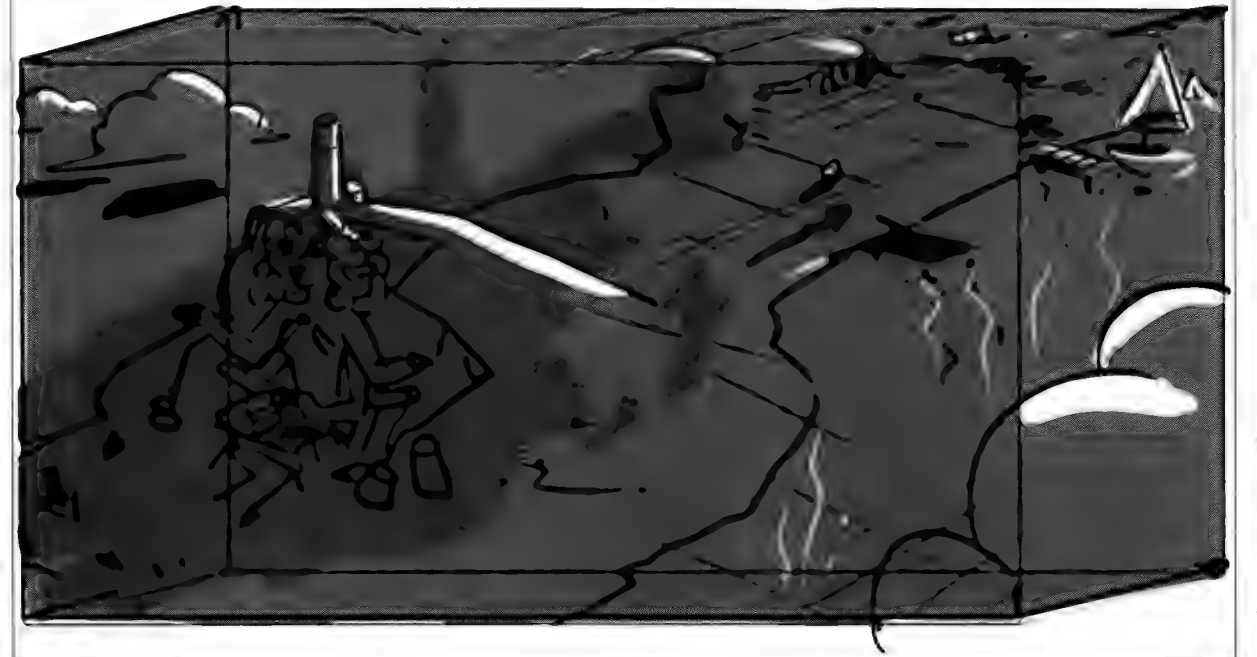
1020.011

Scene	Panel
24	CONT



Action Notes
 Amethyst runs away from the temple.

Scene	Panel
24	CONT



Action Notes
 Amethyst runs away from the temple.

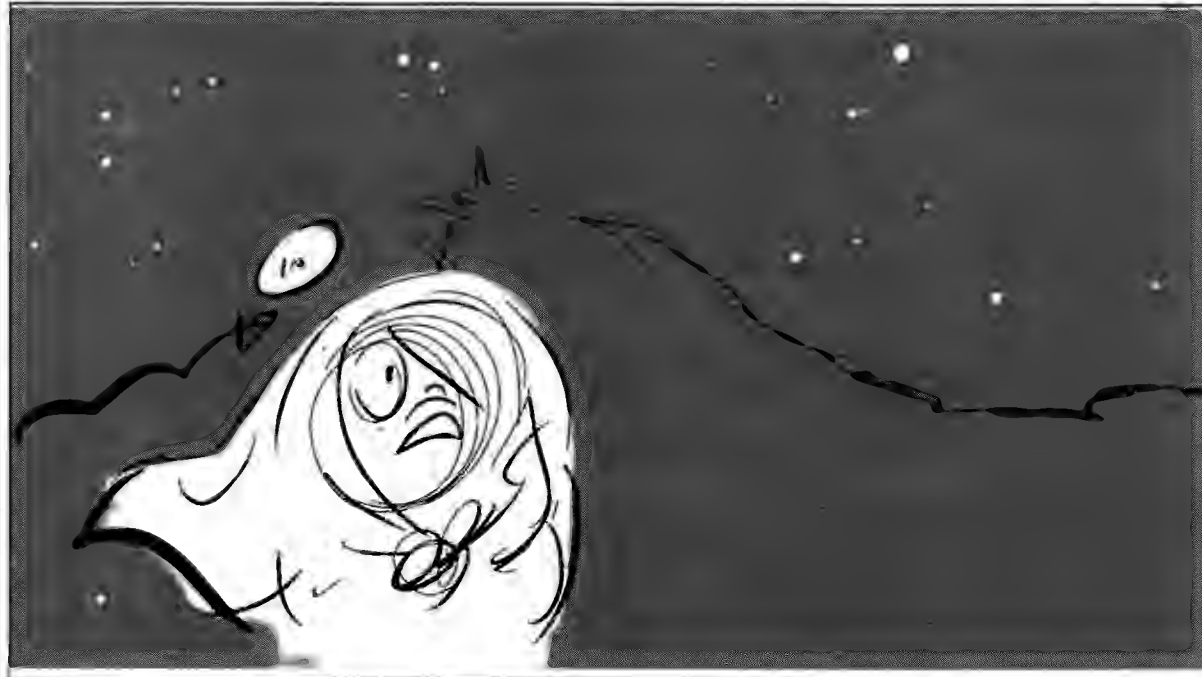
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Scene	Panel
25	1



Action Notes

Amethyst runs IN to scene.

Slugging

0.13

Scene	Panel
25	cont



Action Notes

Amethyst starts to morph as she runs to O/S right.

Slugging

0.12

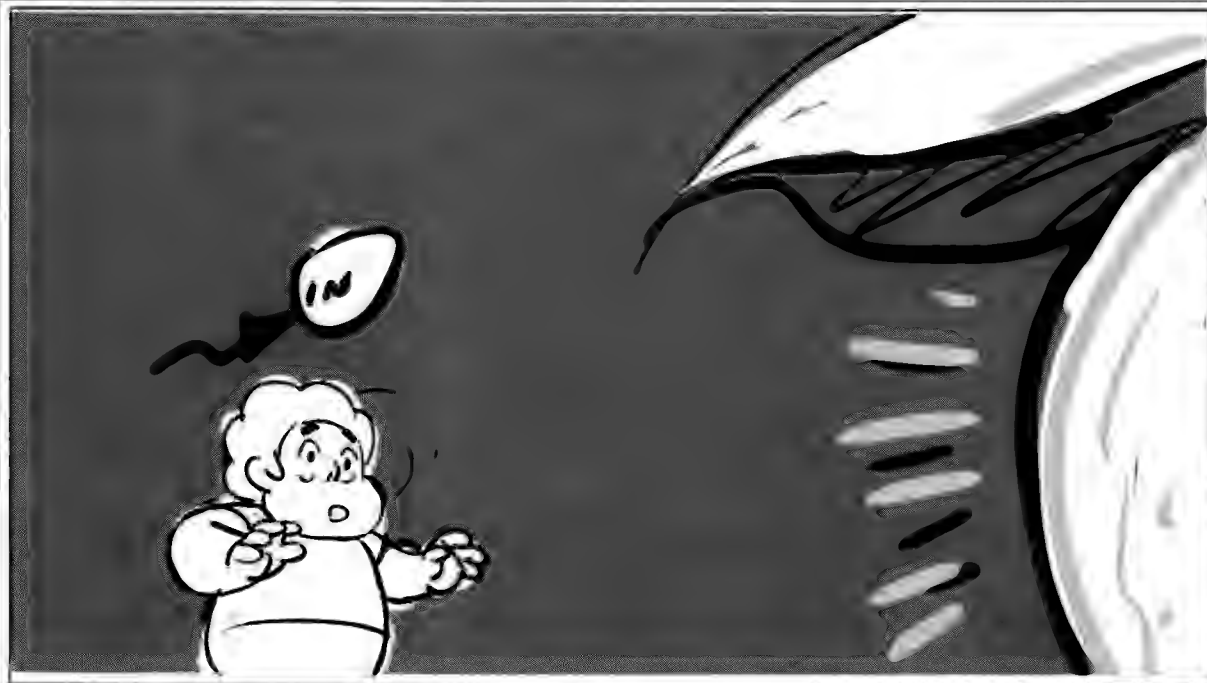
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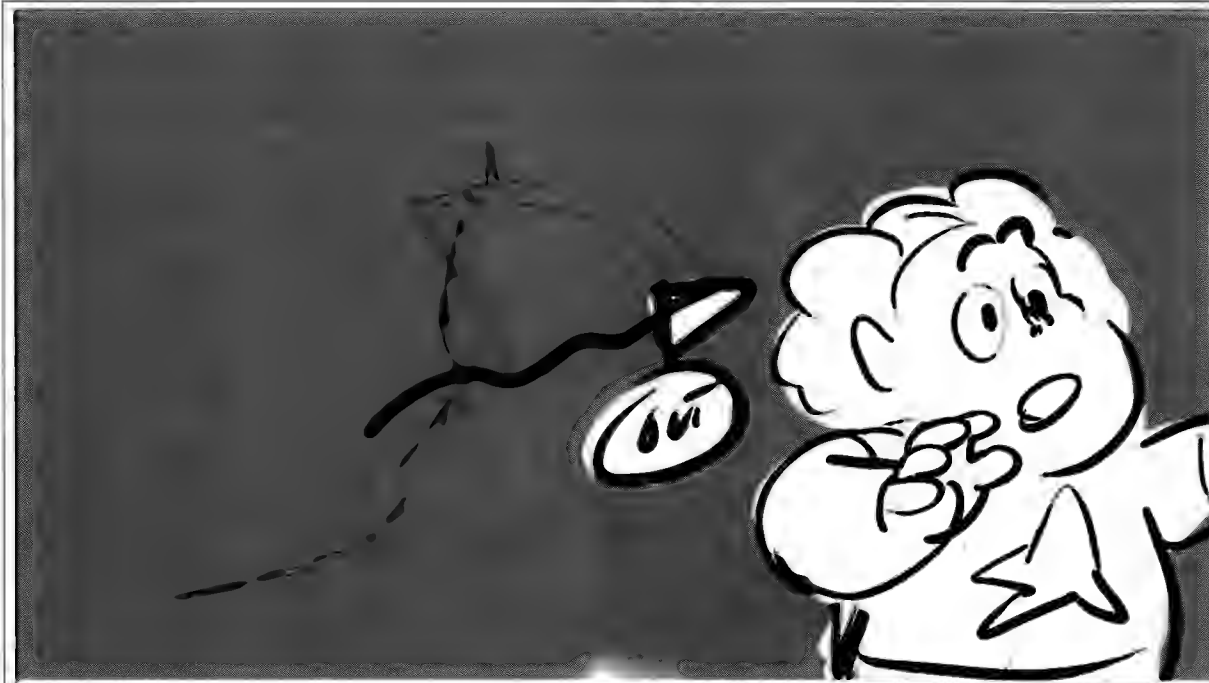
Scene 25 **CONT** Panel 3



Action Notes
Steven IN - follows Amethyst.

Slugging
1.00

Scene 25 **CONT** Panel 4



Action Notes
Steven runs OUT of the scene.

Slugging
1.08

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Scene	Panel
26	1

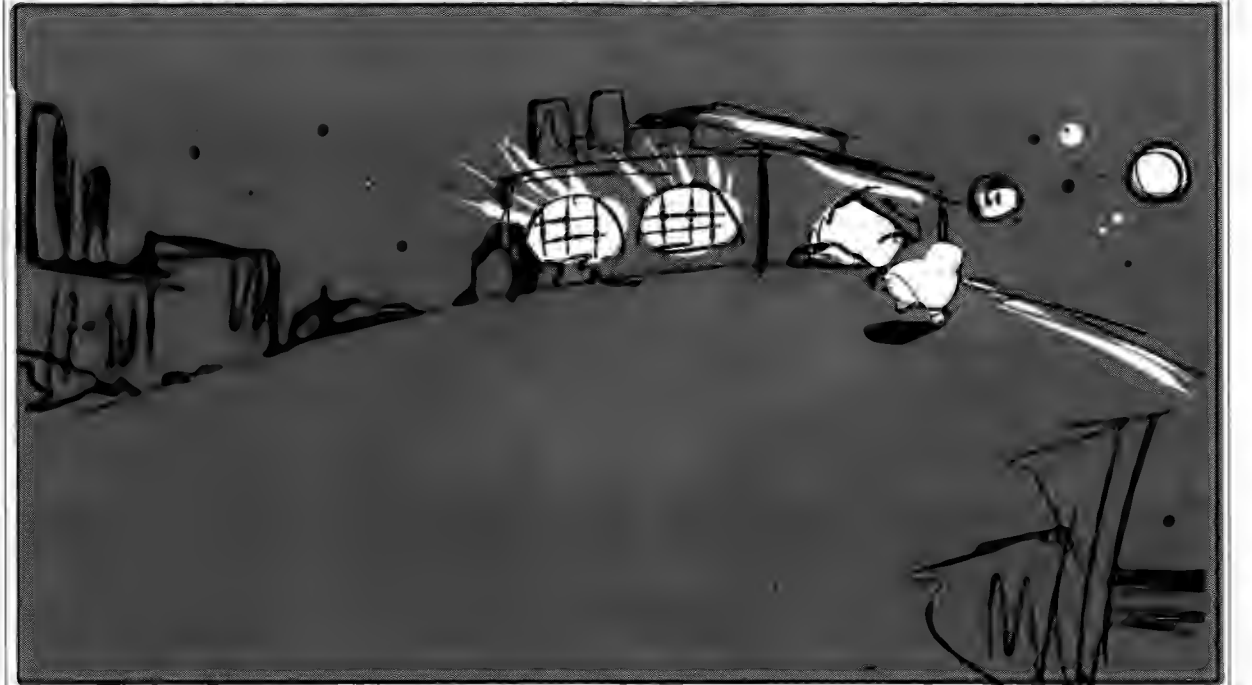


Action Notes
 Amethyst runs up

Slugging
 1 to 3 = 1.07

Scene	Panel
26	2

CONT



Action Notes
 and over the hill

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Scene Panel
26 *CONT* 3



Action Notes
towards a lit warehouse.

Scene Panel
26 *CONT* 4



Dialog
MR SMILEY (os): FOR THOSE...

Slugging
1.07

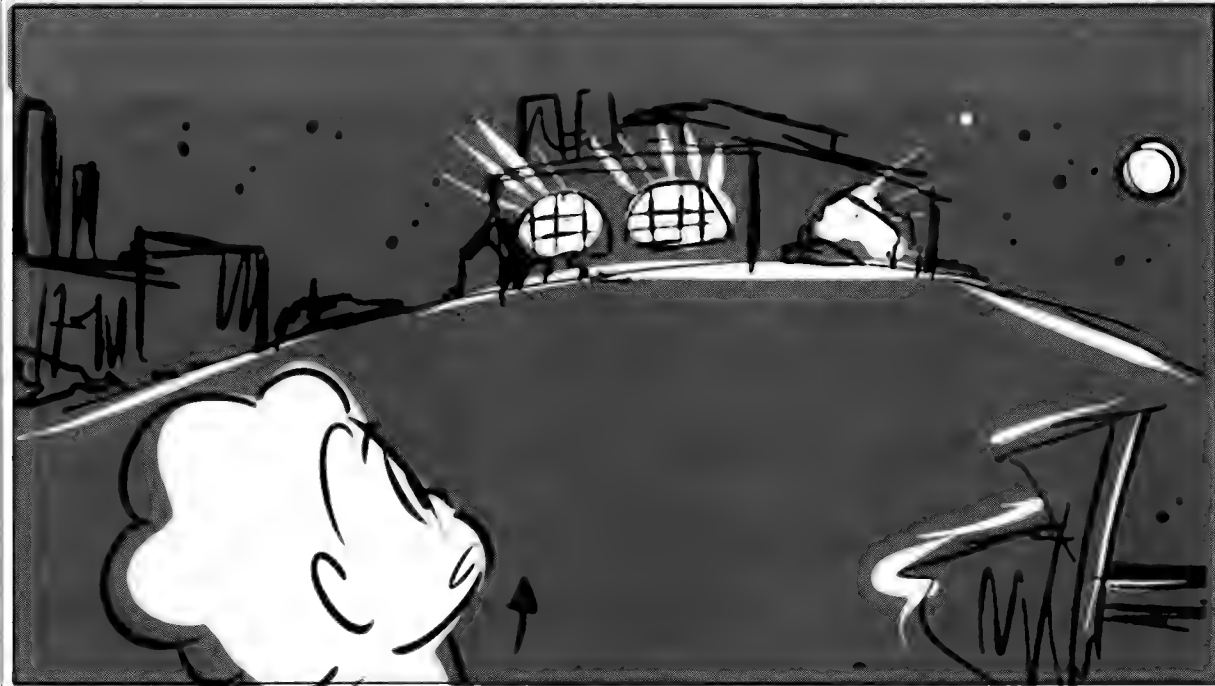
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Scene	Panel
26	5

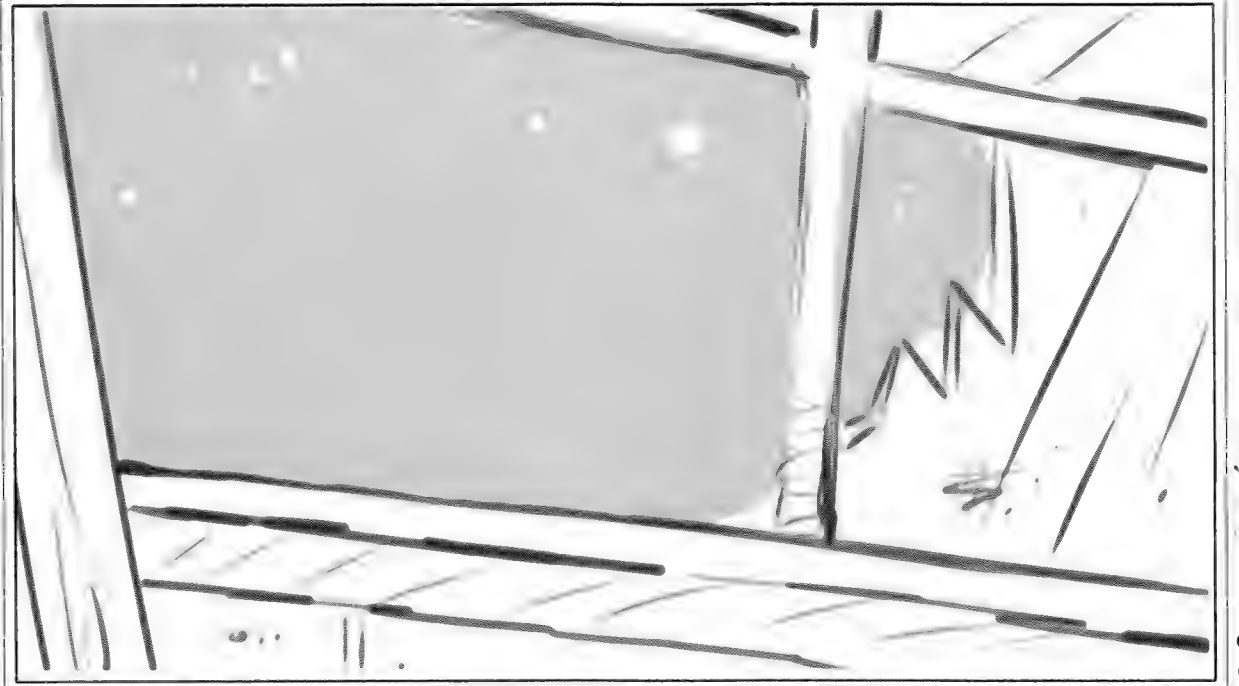


Dialog
MR SMILEY (os): ...OF YOU BEFUDDLED ...

Action Notes
Steven IN - looks to the hill.

Slugging
1.07

Scene	Panel
27	1



Dialog
MR SMILEY (os): BY THE EVENTS OF ATHLETICISM ...

Slugging
2.04

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Scene	Panel
27	WNT 2



Dialog
MR SMILEY (os): ...YOU'RE ABOUT TO SEE----

Action Notes
Steven IN - peeks in thru the window.

Slugging
2.03

Scene	Panel
28	1



Dialog
MR. SMILEY: ...THE PURPLE...

Action Notes
Steven's POV - a shabby wrestling ring with crowd.

Slugging
0.10

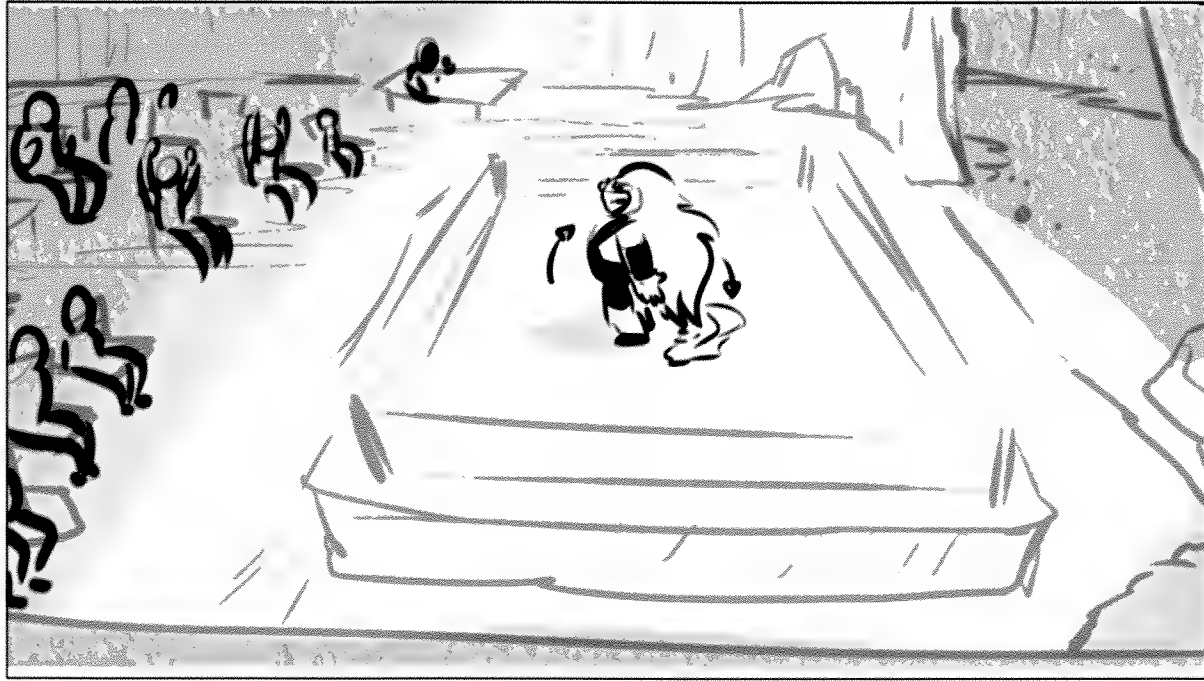
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Scene	Panel
28	<i>CONT</i> 2



Action Notes

Amethyst as "The Purple Puma" disrobes.

Slugging

0.10

Scene	Panel
28	<i>CONT</i> 3



Slugging

0.07

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Scene	Panel
29	1



Dialog
MR. SMILEY (os): ...PUMA. RWAR!

Slugging
3.02

Scene	Panel
30	1



Dialog
MR. SMILEY: IS THE

Action Notes
Mr. Smiley sits with a mic wearing a suit.

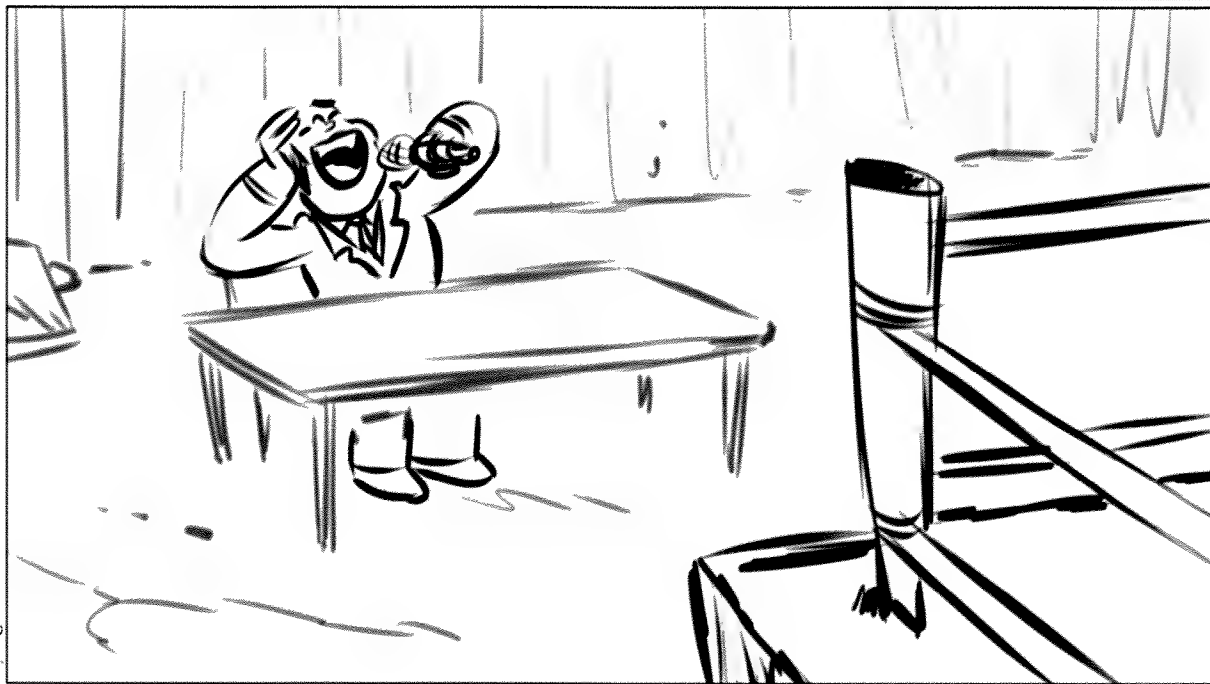
Slugging
Panels 1 + 2 = 4.02

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Scene	Panel
30	<i>CONT</i> 2



Dialog
MR. SMILEY: SINGLE MOST HATED WRESTLER IN ...

Scene	Panel
31	1



Dialog
MR. SMILEY (os): ...BEACH CITY UNDERGROUND'S HISTORYYYYY!!
CROWD: BOO!

Slugging
4.14

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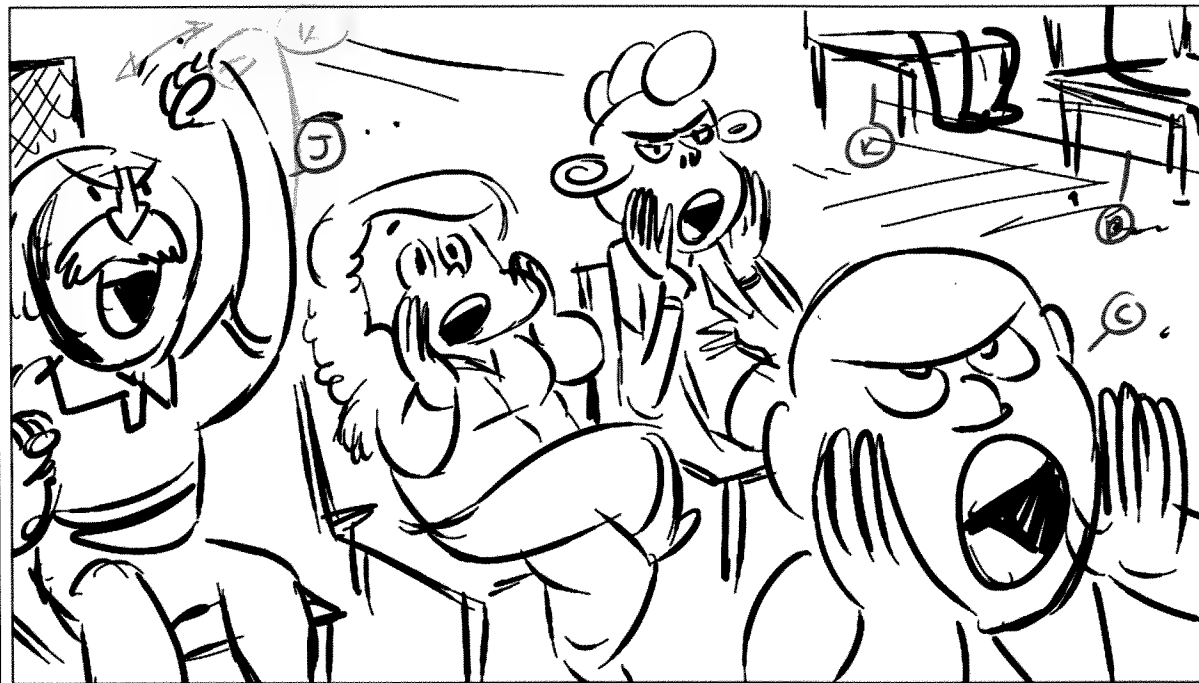
Scene	Panel
31	CONT 2



Dialog
STEVEN: ... WHAT ...

Slugging
2.04

Scene	Panel
32	1



Dialog
CROWD: <BOO'S & WALLA>

Slugging
1.08

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Scene	Panel
33	1

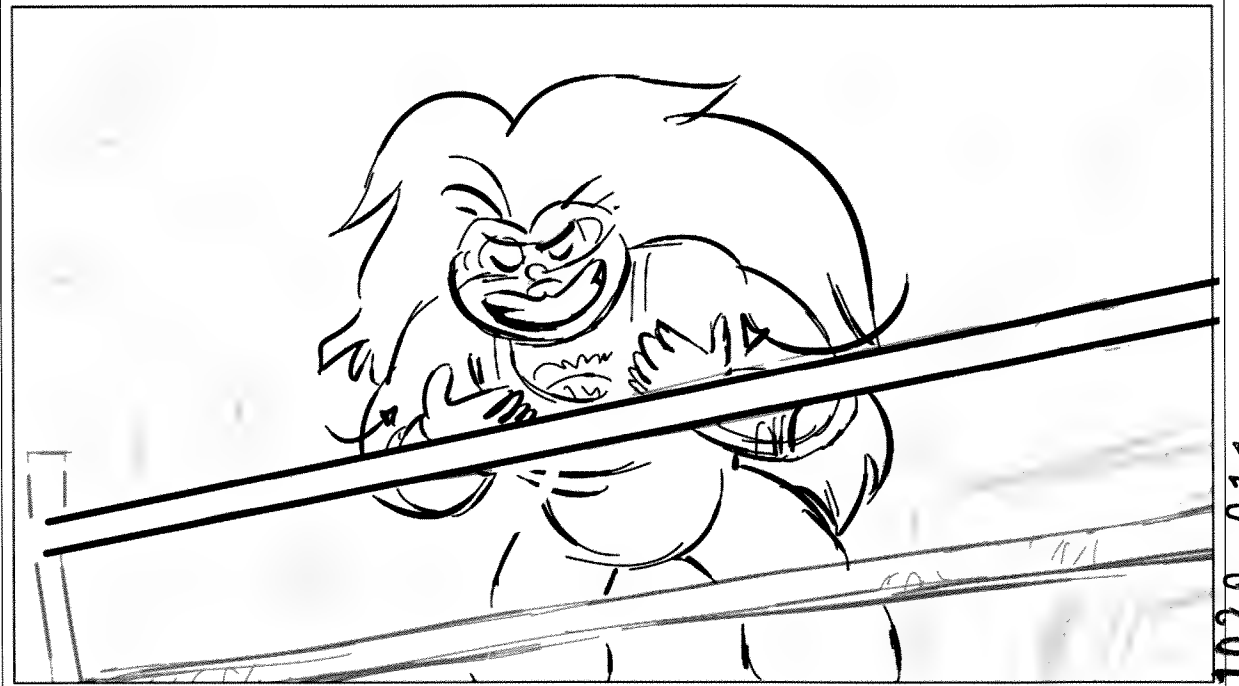


Dialog
CROWD: <BOO'S & WALLA>

Slugging
0.05

Scene	Panel
33	2

CONT



Dialog
CROWD: <BOO'S & WALLA>

Slugging
0.11

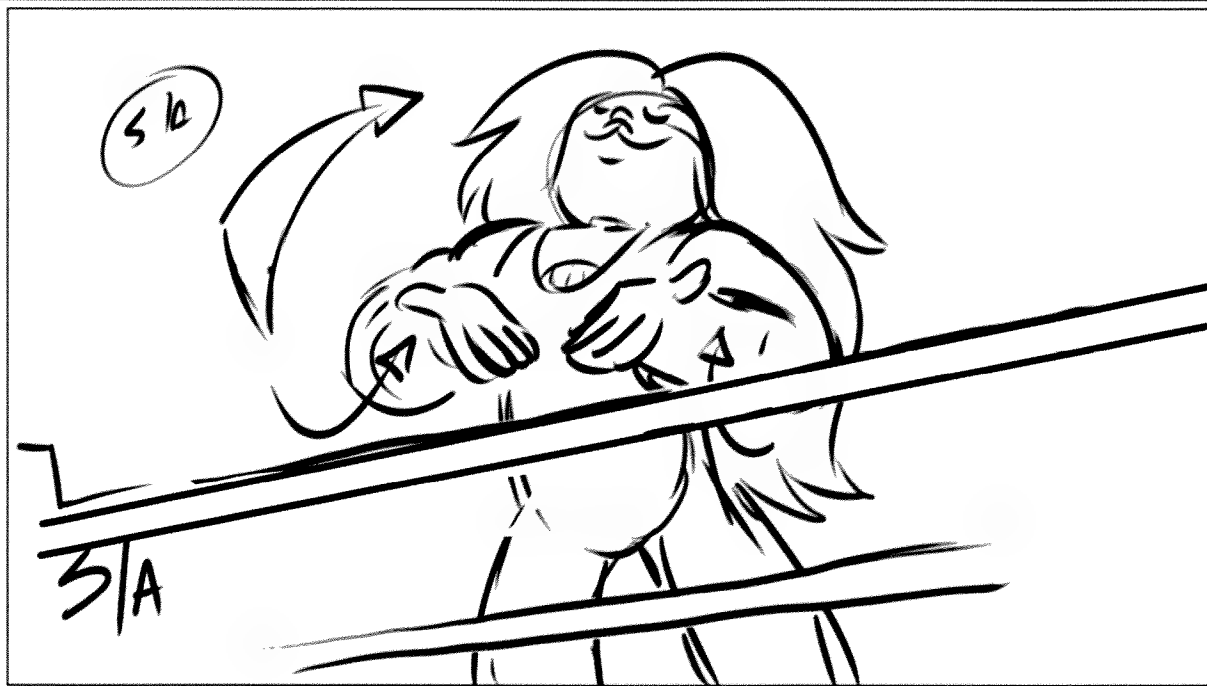
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Scene	Panel
33	<i>CONT</i>
	3



Dialog
CROWD: <BOO'S & WALLA>

MR. SMILEY (os): ALRIGHT LADIES AND GENTELMEN,

Slugging
0.09

Scene	Panel
33	<i>CONT</i>
	4



Dialog
CROWD: <BOO'S & WALLA>

Slugging
1.00

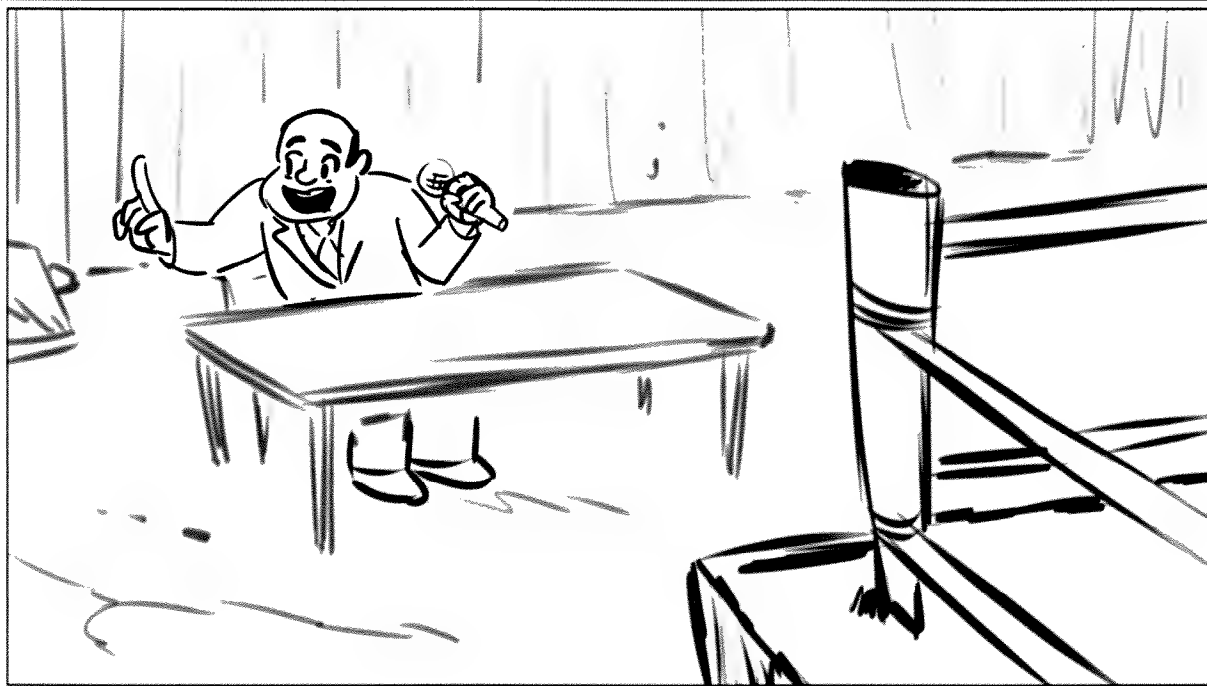
JUL 09 2011

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1020.011

1020.011

Scene	Panel
34	1



Dialog

MR. SMILEY: LET'S INTRODUCE HIS OPPONENT---

Action Notes

Mr. Smiley speaking to crowd

Slugging

2.12

Scene	Panel
35	1



Dialog

MR. SMILEY: OR SOULD I SAY VICTIM... HAHHAHA!

Slugging

4.03

Notes

H.U. MR. SMILEY to previous scene

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1020.011

Scene	Panel
36	1



Dialog
MR. SMILEY (os): THE LOCHNESS...

Slugging
1.09

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1020.011

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Scene

Panel

36 *CONT*

2



Dialog

MR. SMILEY (os): BLOGSTEEER!!

Action Notes

Pan over slowly with action as Amethyst looks over her shoulder to reveal Ronaldo dressed in kilt and costume.

Slugging

HOLD: 1.03

Then ADJ: 0.08

Then HOLD: 1.00

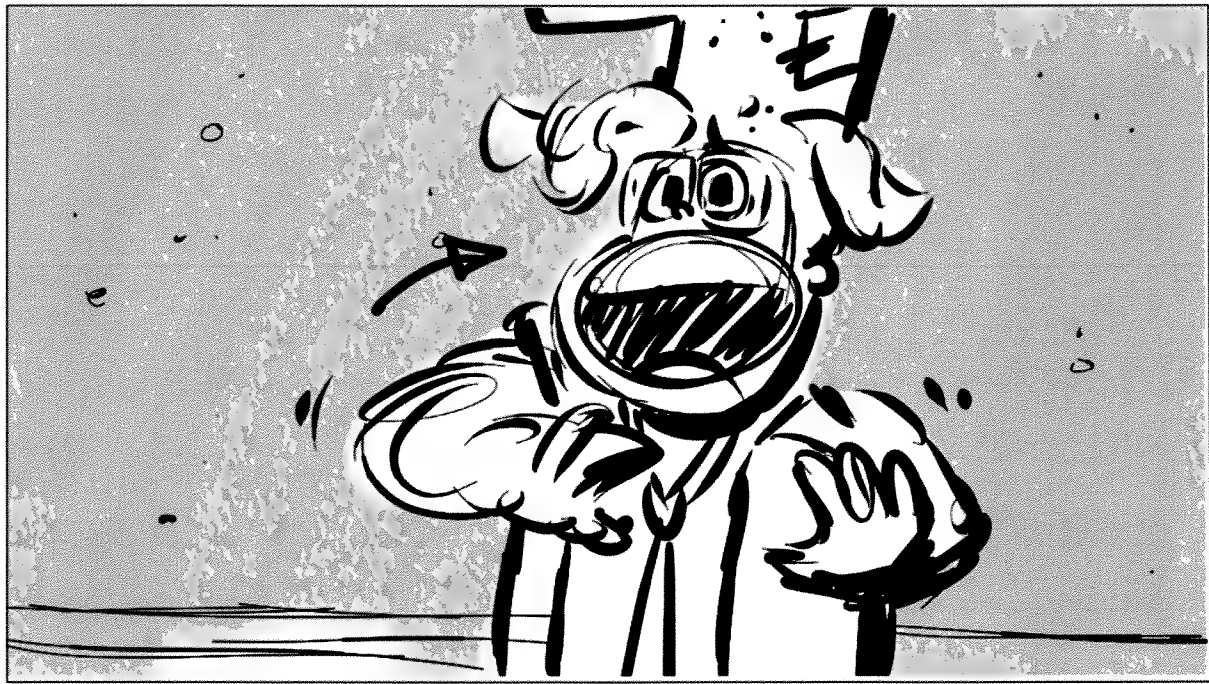
JUL 09 2011

1020.011

1020.011

1020.011

Scene	Panel
37	1



Dialog
RONALDO: I'M UHHH!!...

Action Notes
H.U. Ronaldo to previous scene

Slugging
3.03

Scene	Panel
37	2



Dialog
RONALDO: ...GOING TO END YOUR REIGN OF TERROR!!

Slugging
3.04

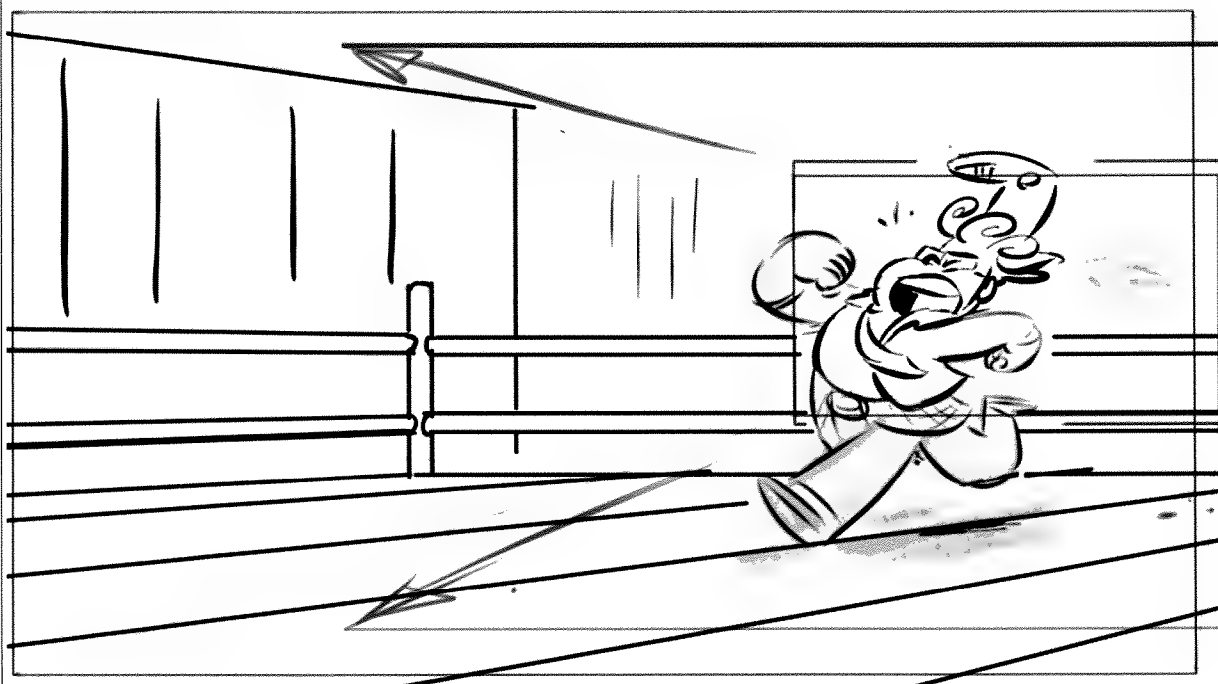
JUL 09 2015

1020.011

1020.011

1020.011

Scene 37 **CONT** Panel 3



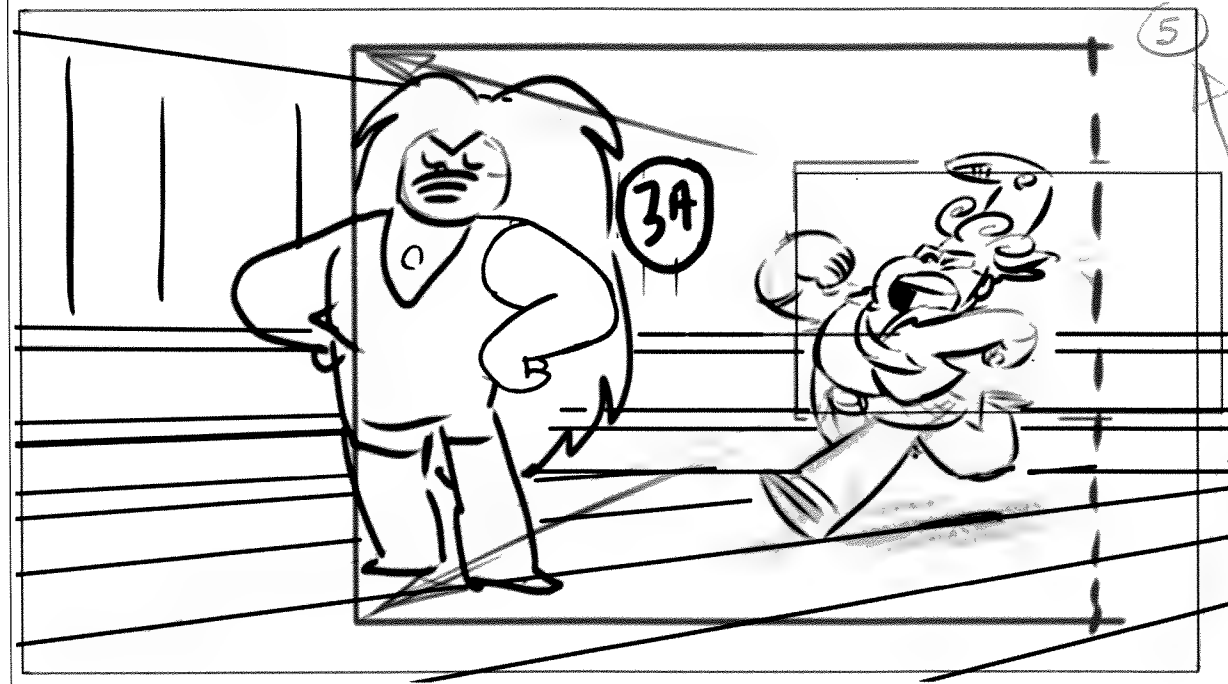
Dialog
RONALDO: YAAAAAAAARGH!!!

Action Notes
T.O. with Ronaldo running forward / BG speeds by / Amethyst Pans IN.

Slugging
Panels 3 + 4 = ADJ: 1.13

Panel 3: ADJ: 0.11
Panel 4: ADJ: 1.02

Scene 37 **CONT** Panel 4

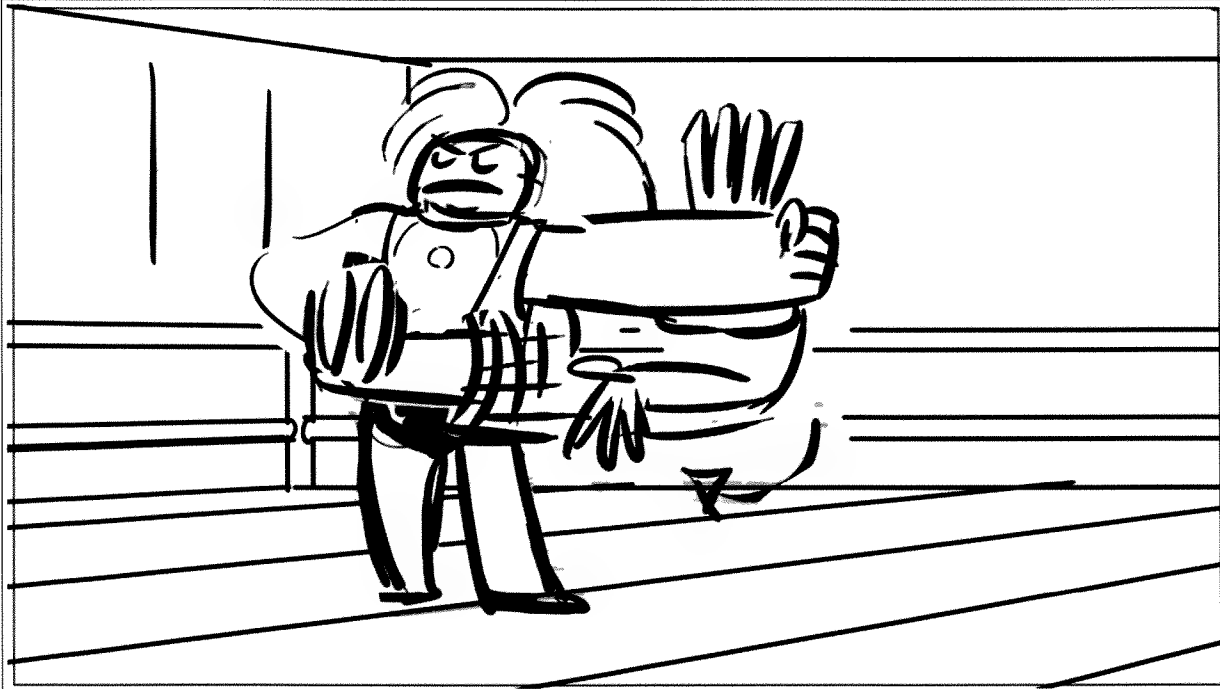


Dialog
RONALDO: YAAAAAAAARGH!!!

Action Notes
T.O. with Ronaldo running forward / BG speeds by / Amethyst Pans IN.

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Scene	Panel	
	37	<i>CONT</i>
		5



Dialog

RONALDO: YAAAAAAAARGH!!!

RONALDO: <HIT IN THE FACE>

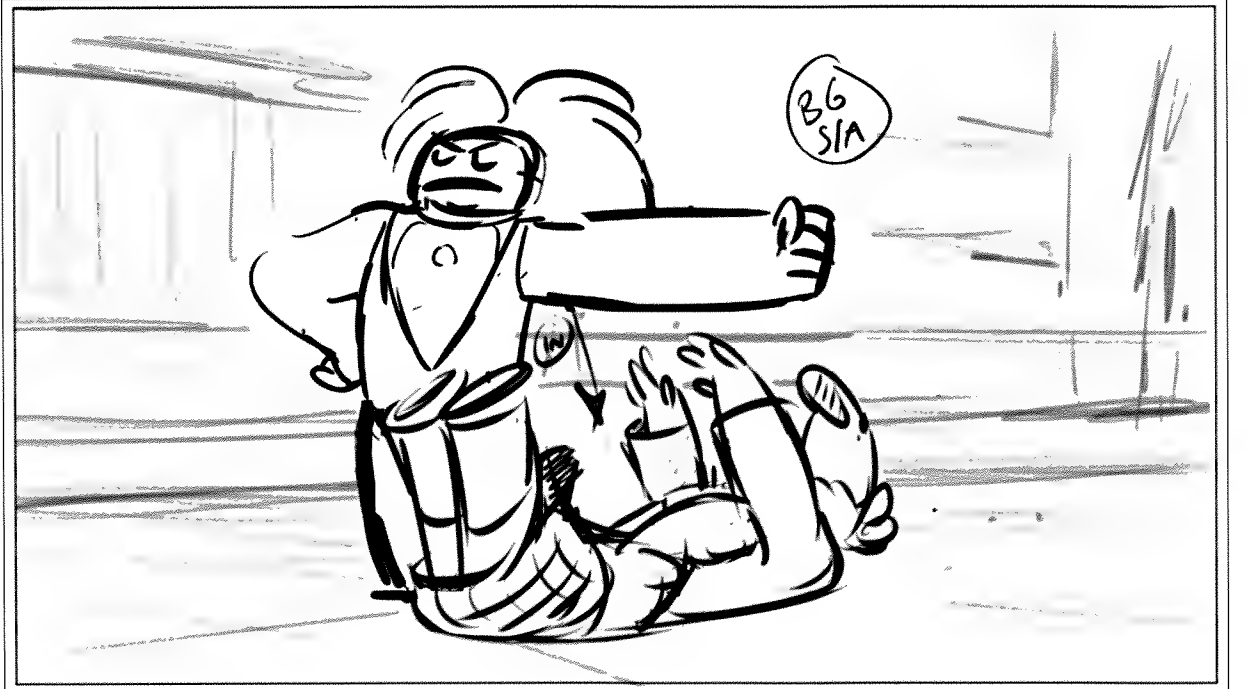
Action Notes

Amethyst raises arm / Ronaldo hits arm / Camera SHAKES

Slugging

0.11

Scene	Panel	
	37	<i>CONT</i>
		6



Slugging

0.10

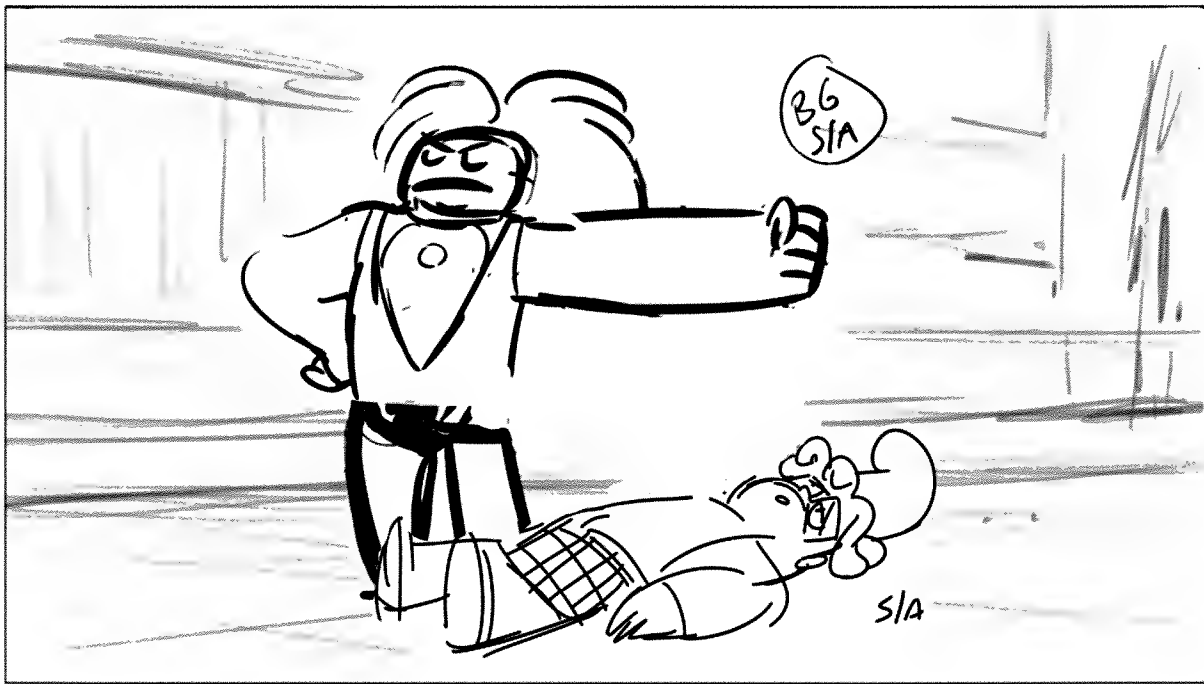
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1020.011

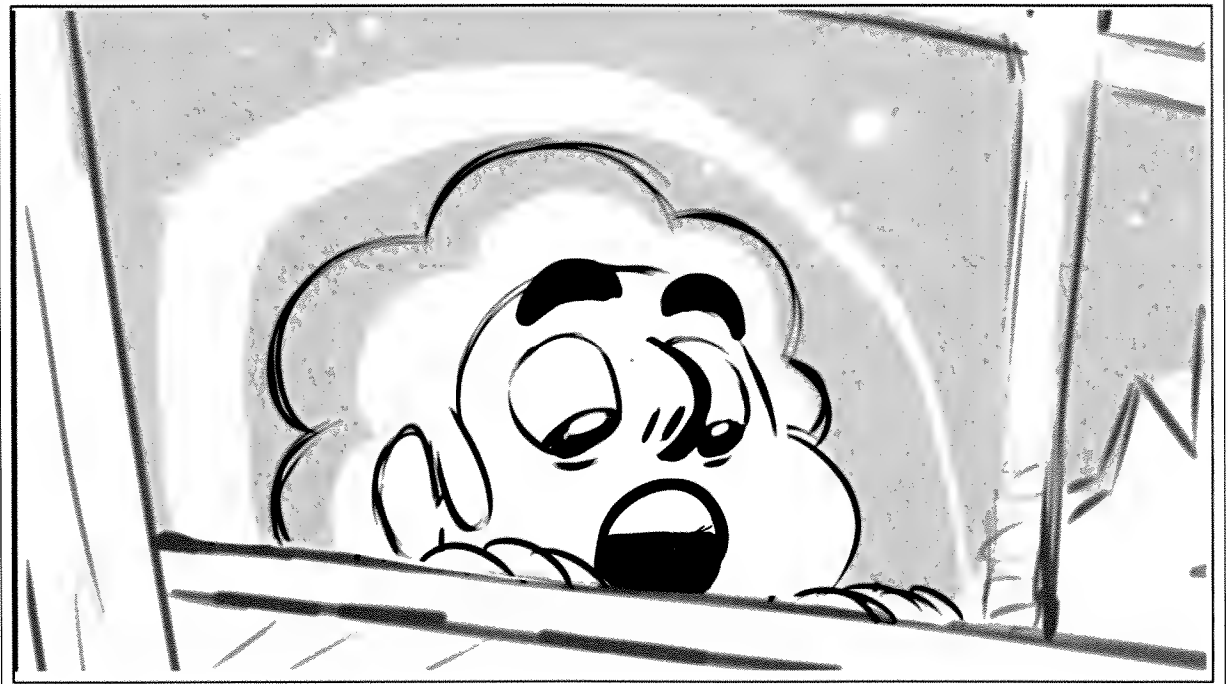
Scene	Panel
37	CONT 7



Dialog
CROWD: <DISAPPOINTED AWE'S & WOAH'S>

Slugging
0.08

Scene	Panel
38	1



Action Notes
START POSE

Slugging
Panels 1 + 2 = 0.06

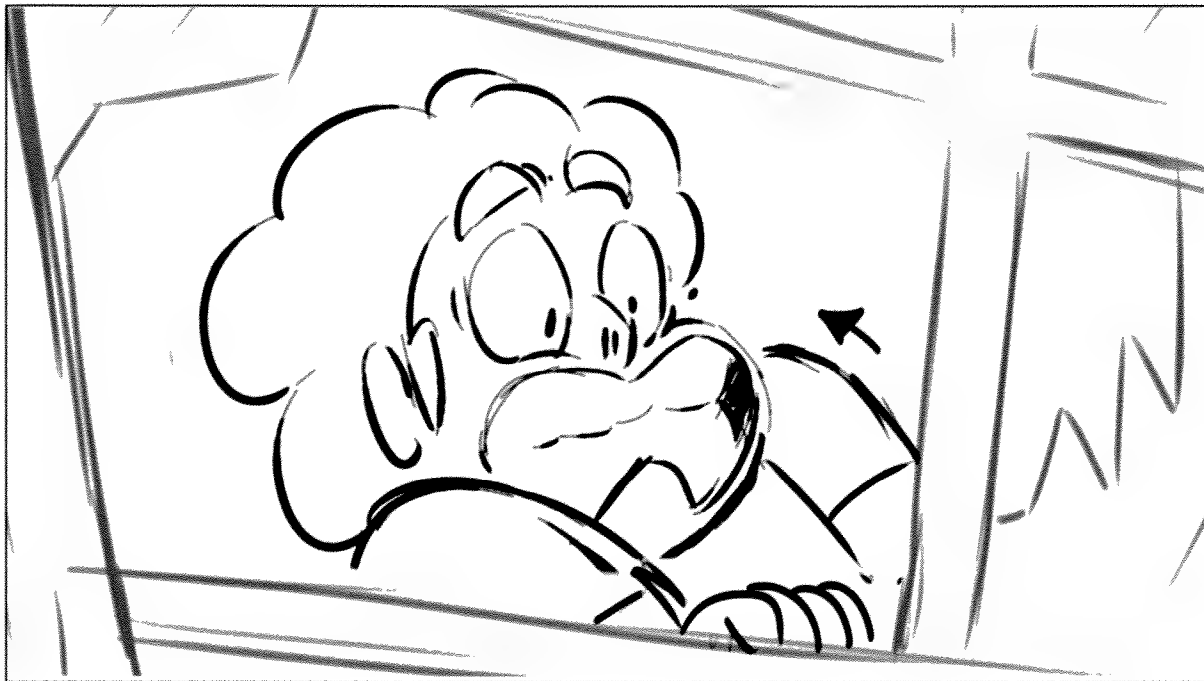
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1020.011

1020.011

Scene	Panel
38	2 <i>CONT</i>



Dialog
CROWD: <DISAPPOINTED AWE'S & WOAH'S>

MR. SMILEY (os): WELL NOW-

Action Notes
Steven reacts back.

Scene	Panel
38	3 <i>CONT</i>



Dialog
STEVEN (REACTION): UGG!

Action Notes
Cringes

Slugging
1.07

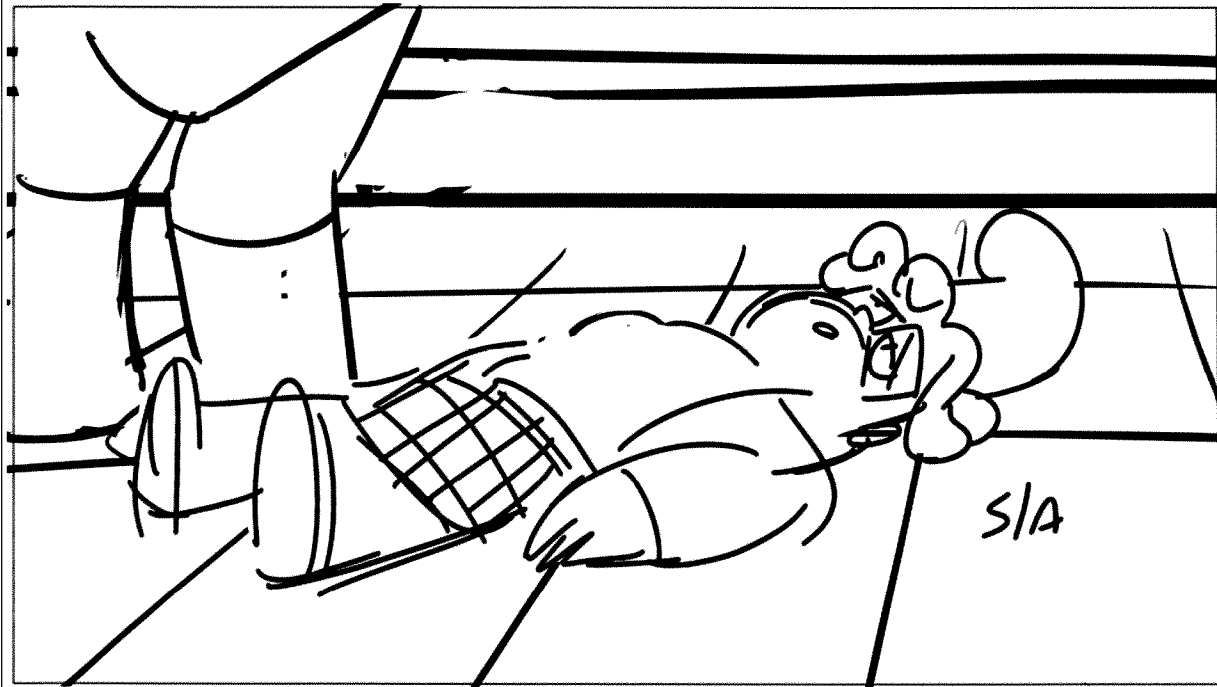
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1020.011

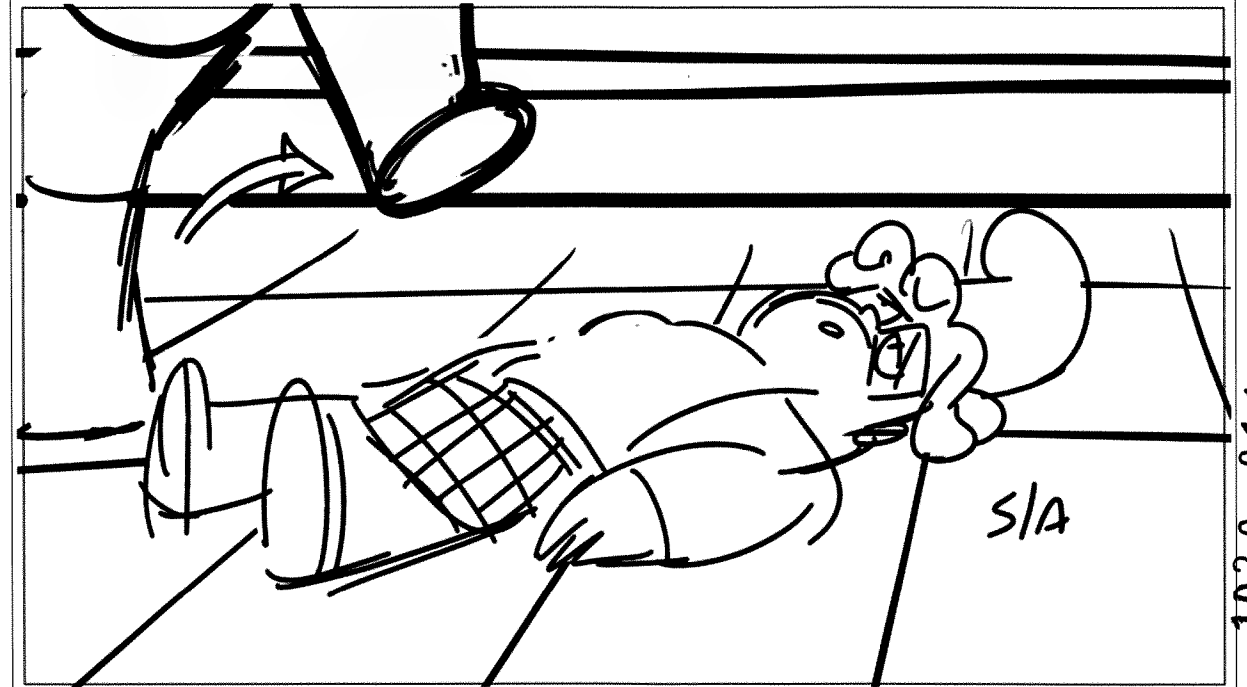
Scene	Panel
39	1



Dialog
MR. SMILEY (os): THAT WAS...

Slugging
Panels 1 + 2 = 0.04

Scene	Panel
39	2



Dialog
MR. SMILEY (os): THAT WAS...

Action Notes
Amethyst lifts her foot...

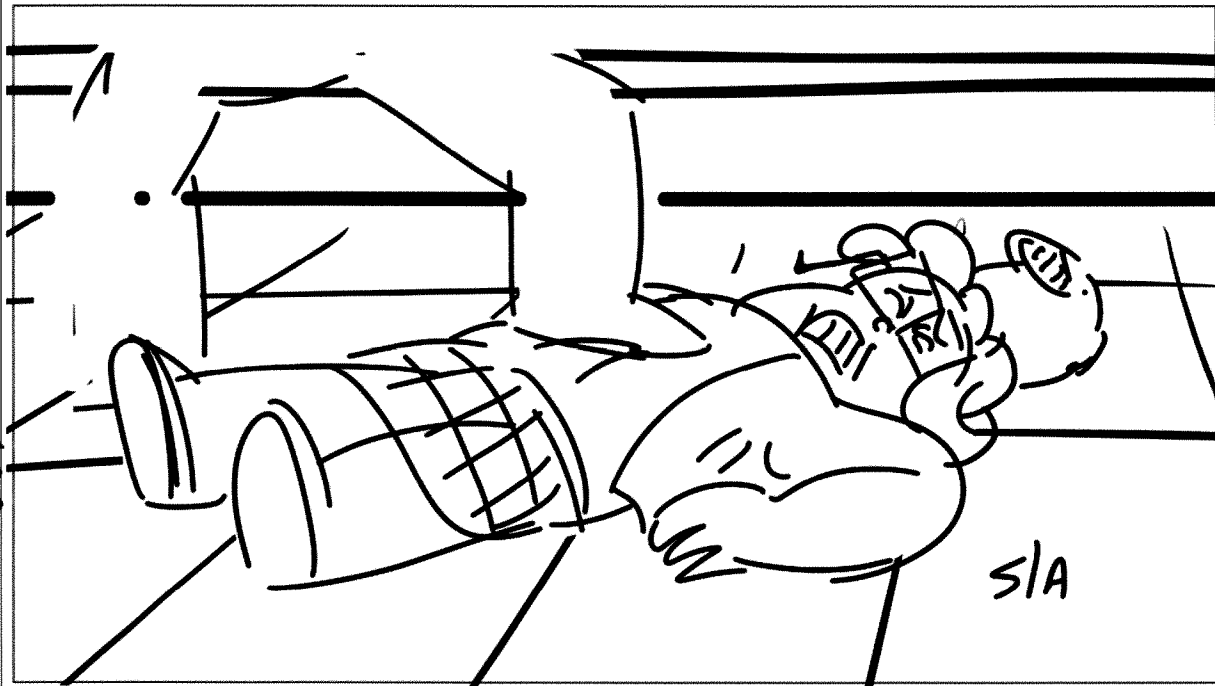
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1020.011

1020.011

1020.011

Scene	Panel
39	CONT 3



Dialog

MR. SMILEY (os): ...QUICK,

CROWD: BOO!

Action Notes

and stomps on opponents chest.

Slugging

1.02

1020.011

1020.011

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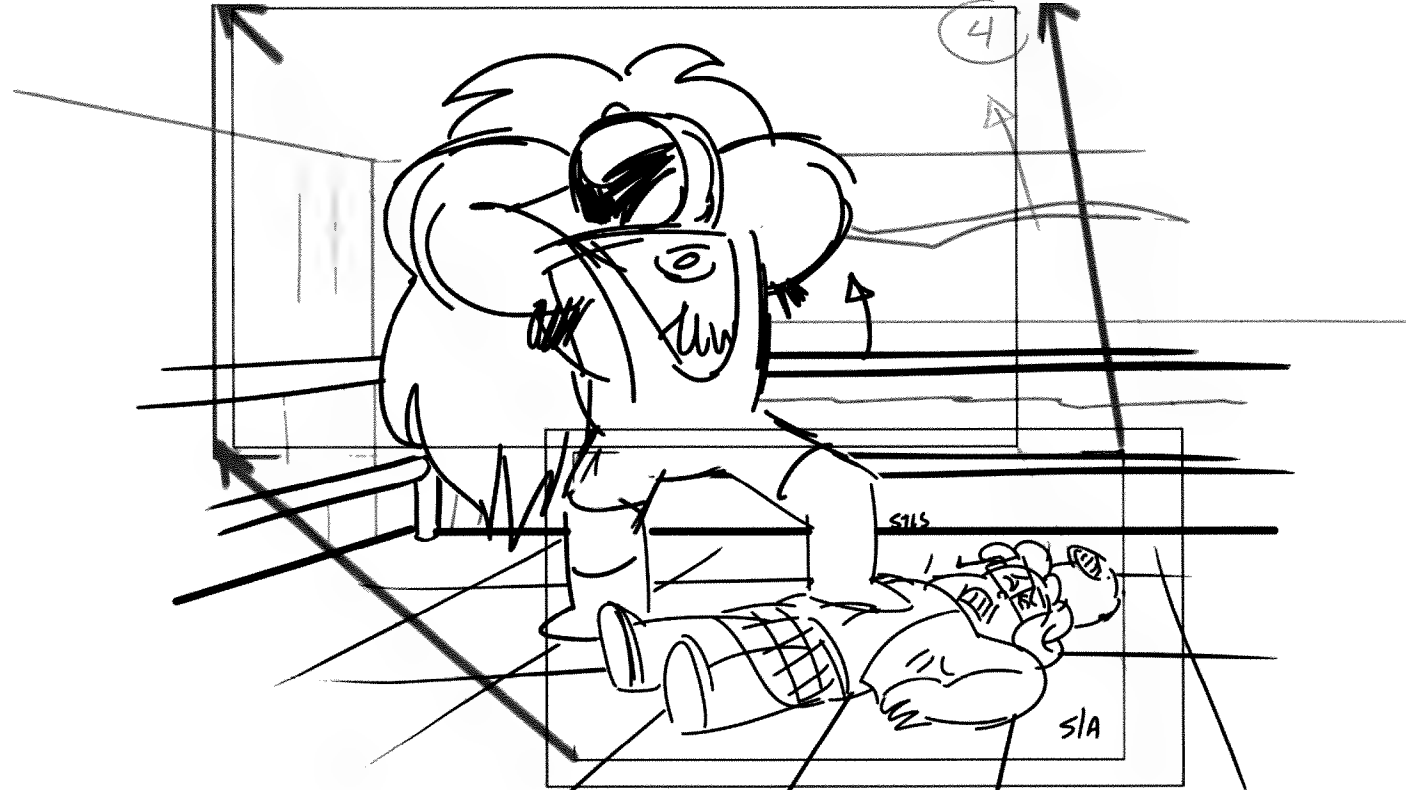
1020.011

Scene

Panel

39 *CONT*

4



Dialog

AMETHYST: <SIGH>

CROWD: BOO!

Action Notes

T.O. to show Amethsyt expression.

Slugging

ADJ: 0.08

Then HOLD: 1.03

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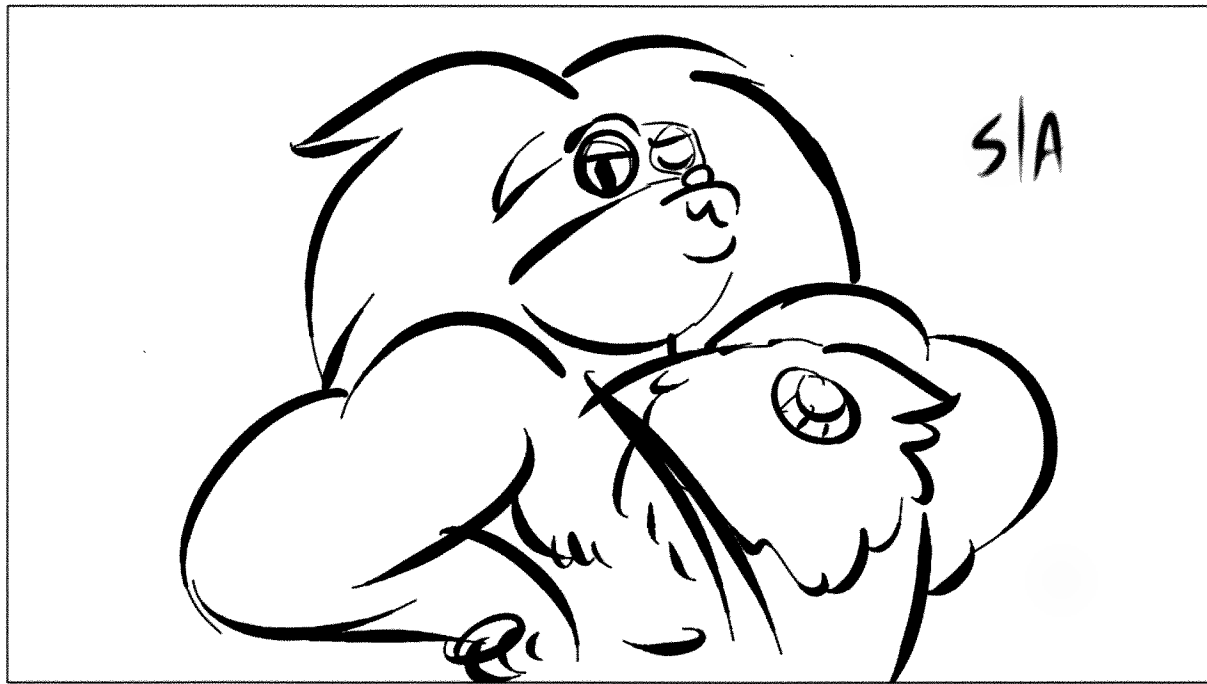
1020.011

1020.011

1020.011

Scene	Panel
39	5

CONT



Dialog

MR. SMILEY (os): YEAH YEAH, I DON'T LIKE IT ...

CROWD: BOO!

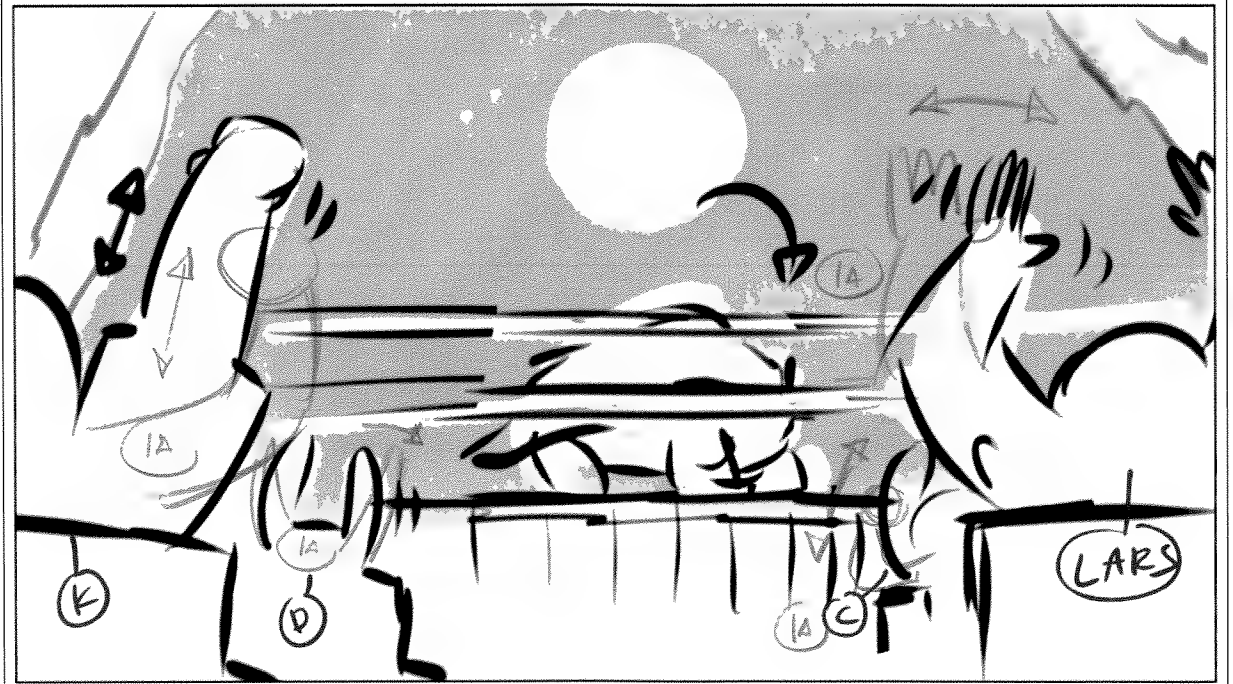
Action Notes

AMETHYST winks at the camera

Slugging

1.06

Scene	Panel
40	1



Dialog

MR. SMILEY (os): ...EITHER...

CROWD: BOO!

Action Notes

Amethyst picks up Ronaldo.

Slugging

0.05

Notes

Hook Up Amethyst to previous scene.

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1020.011

Scene	Panel
40	<i>CONT</i> 2

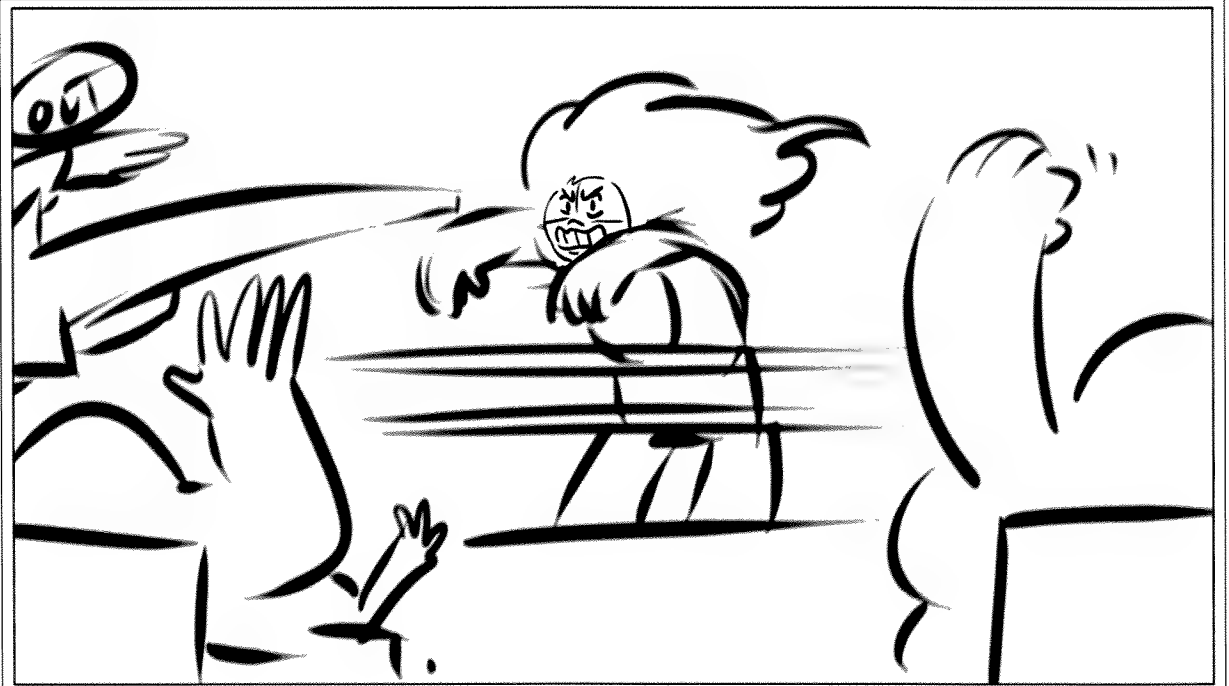


Dialog
MR. SMILEY (os): ...BUT WHADO YOU DO?

CROWD: BOO!

Slugging
1.12

Scene	Panel
40	<i>CONT</i> 3



Dialog
RONALDO: WAAAUGHH- OOF!

CROWD: <GASP!>

Action Notes
Amethyst throws Ronaldo OUT of the scene.

Slugging
2.06

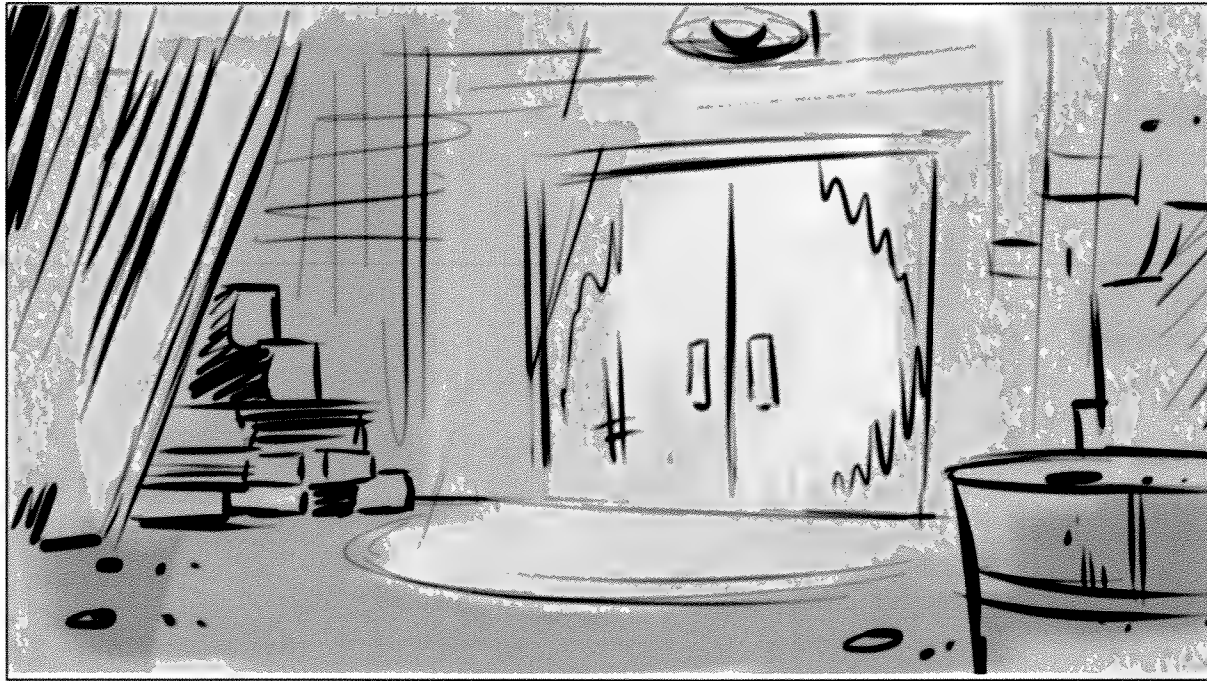
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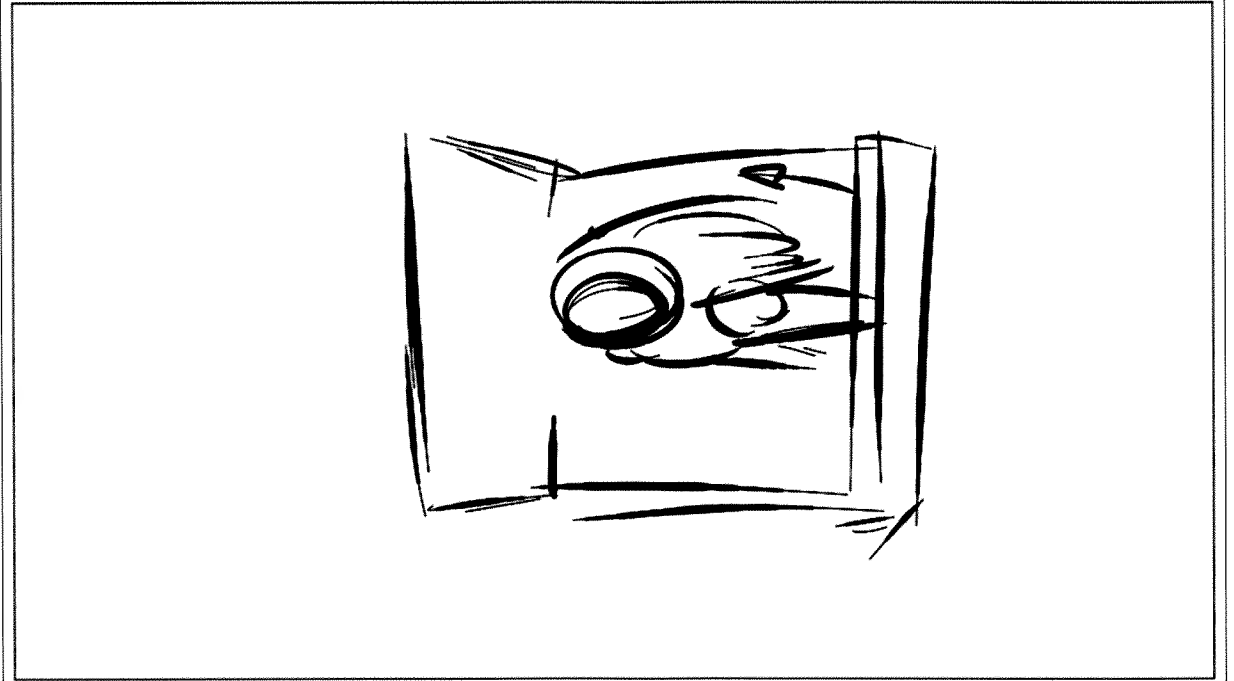
1020.011

Scene	Panel
41,	1



Slugging
1.03

Scene	Panel
41	2 <i>cont</i>



Action Notes
Amethyst bursts thru doors - head first.

Slugging
0.06

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1020.011

Scene	Panel
41	CONT 3



Action Notes
She lands.

Slugging
0.13

Scene	Panel
41	CONT 4



Dialog
AMETHYST: AAAAAARRRRR....

Slugging
1.09

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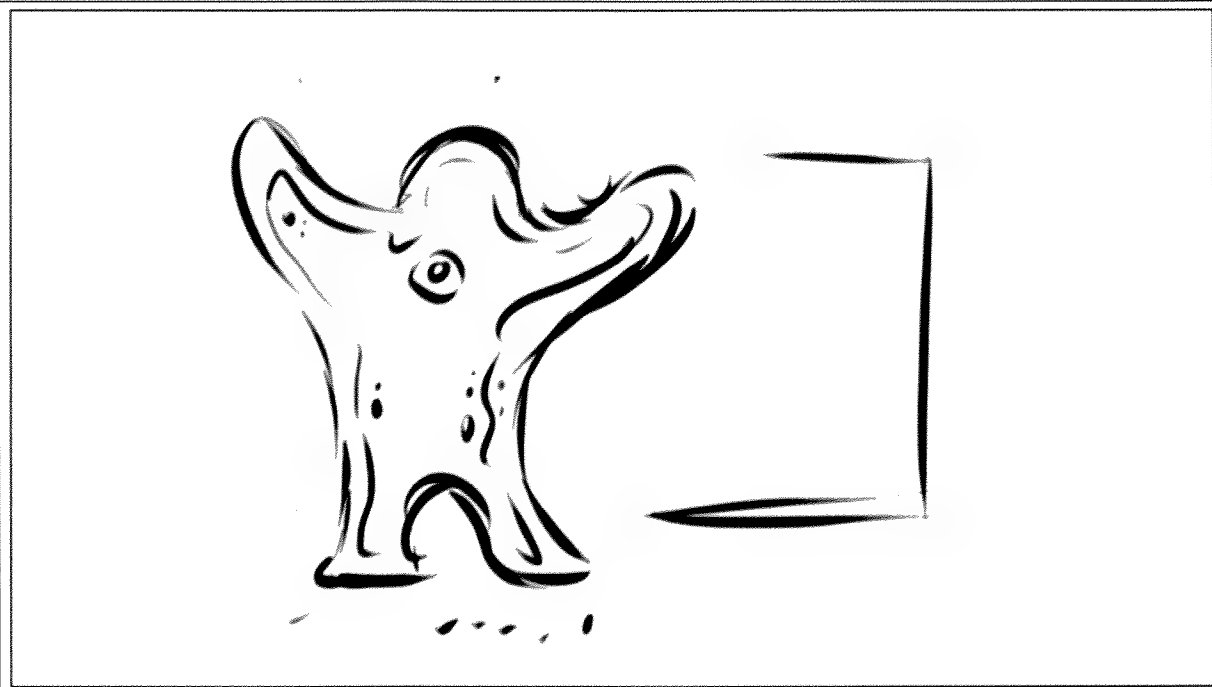
1020.011

1020.011

1020.011

Scene	Panel
41	<i>cont</i>

5



Dialog

AMETHYST: AAAAAARRRRR....

Action Notes

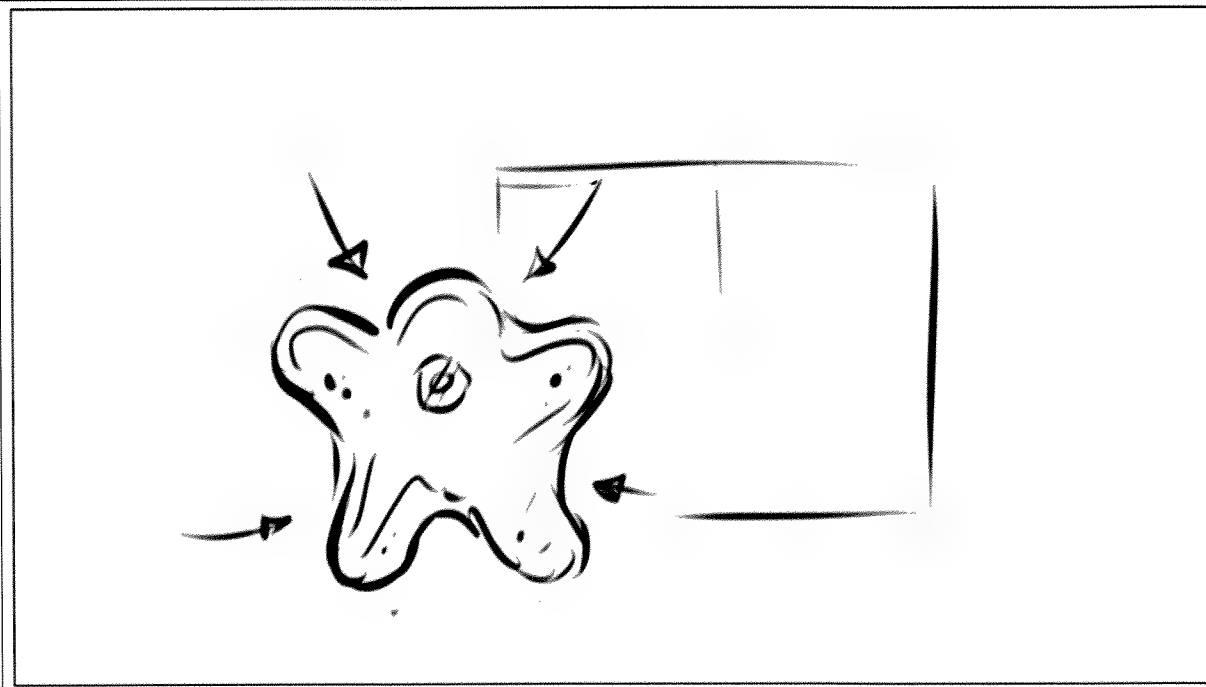
She begins to morph.

Slugging

0.13

Scene	Panel
41	<i>cont</i>

6



Dialog

AMETHYST: ...RGGGGHH!

Action Notes

and shrink.

Slugging

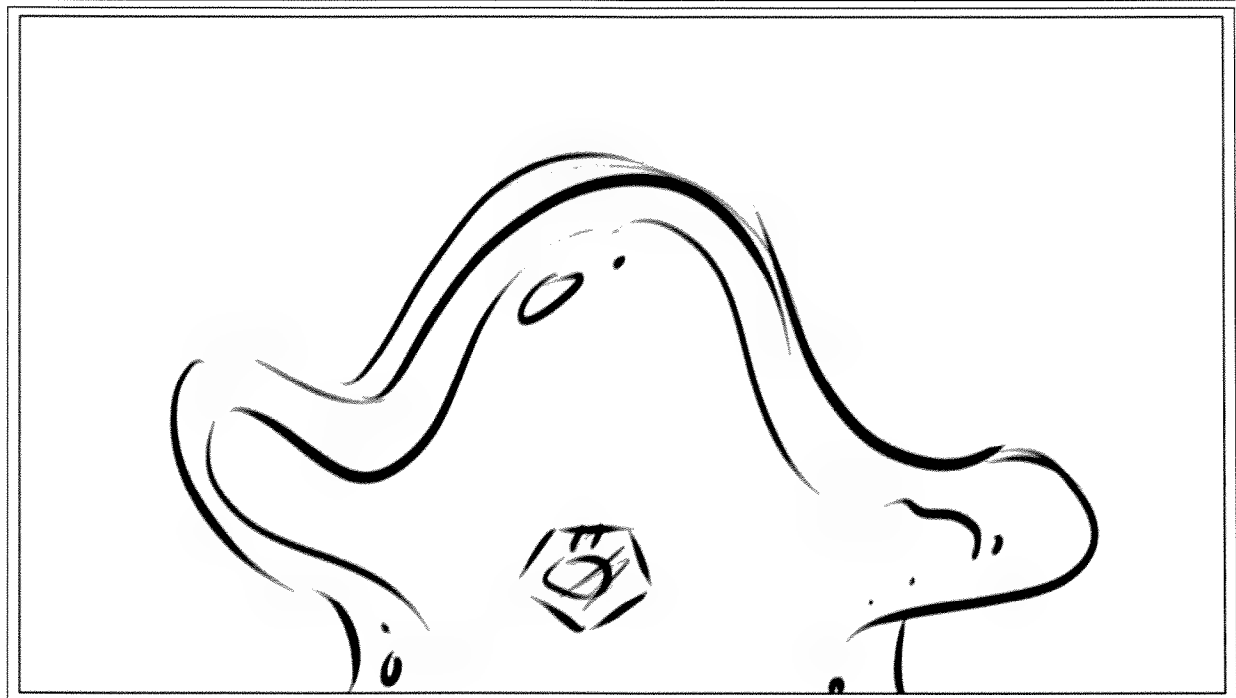
0.15

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Scene	Panel
42	1

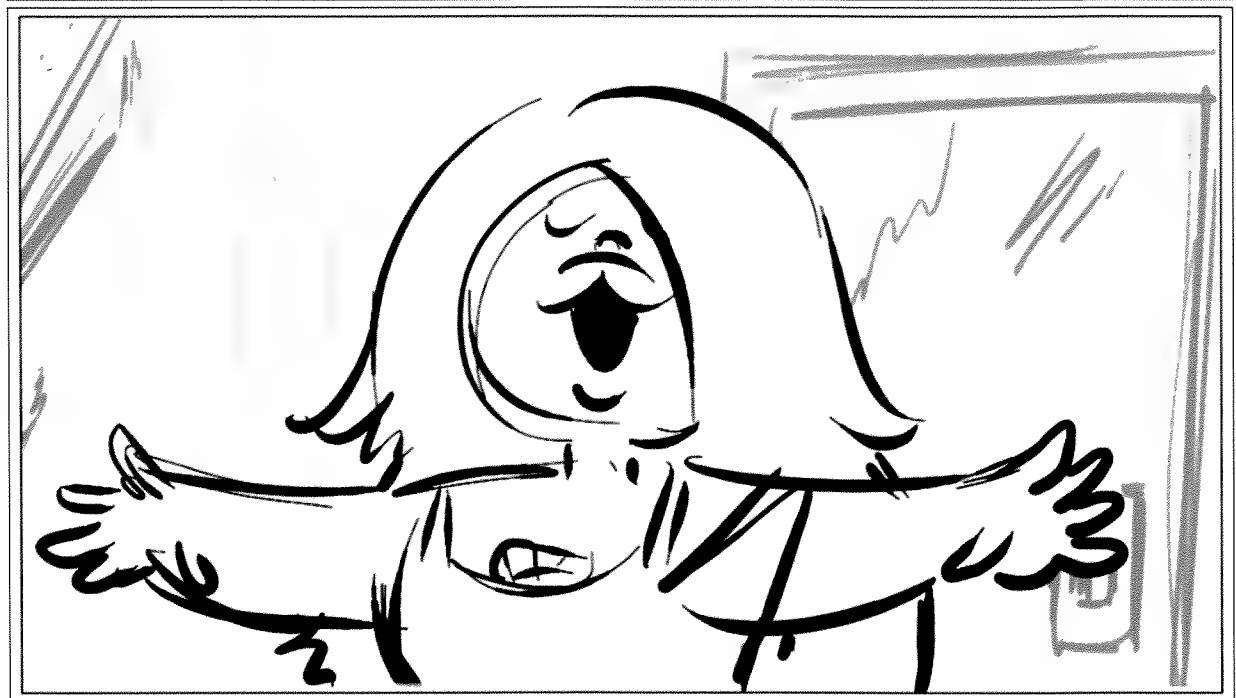


Dialog
AMETHYST: ...RGGGGHH!

Action Notes
Camera cut close-up.

Slugging
0.10

Scene	Panel
42	2



Dialog
AMETHYST: <SIGH>

Action Notes
Finishes morphing and sighs.

Slugging
2.10

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1020.011

1020.011

Scene	Panel
42	CONT 3



Dialog

STEVEN: AMETHYST

Action Notes

IN comes Steven grabbing Amethyst.

Slugging

1.04

Scene	Panel
42	CONT 4



Dialog

STEVEN: UH!

Action Notes

Amethyst quickly ducks down while grabbing Steven's wrists.

Slugging

0.07

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1020.011

1020.011

Scene	Panel
43	1

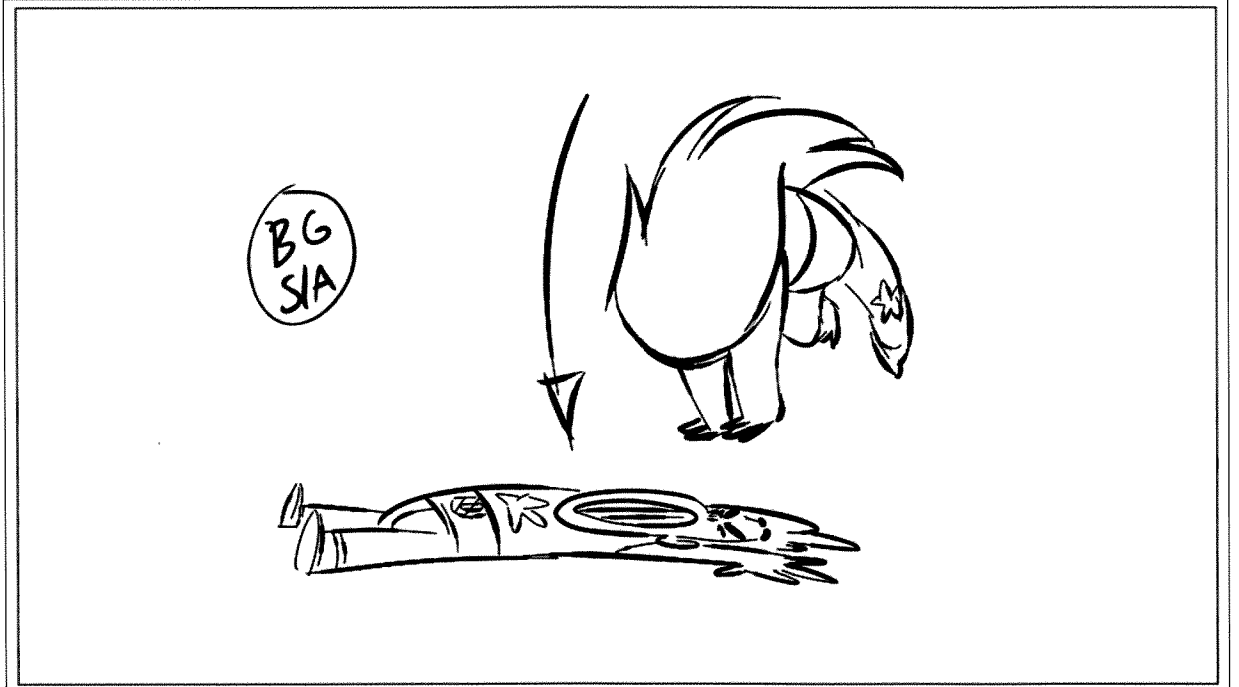


Action Notes
Amethsyt flips Steven

Slugging
0.05

Notes
Hook Up Amethyst and Steven to previous scene.

Scene	Panel
43	2



Dialog
STEVEN: <HITS GROUND> UGH!

Action Notes
Amethyst Slams Steven into the ground.

Slugging
0.04

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1020.011

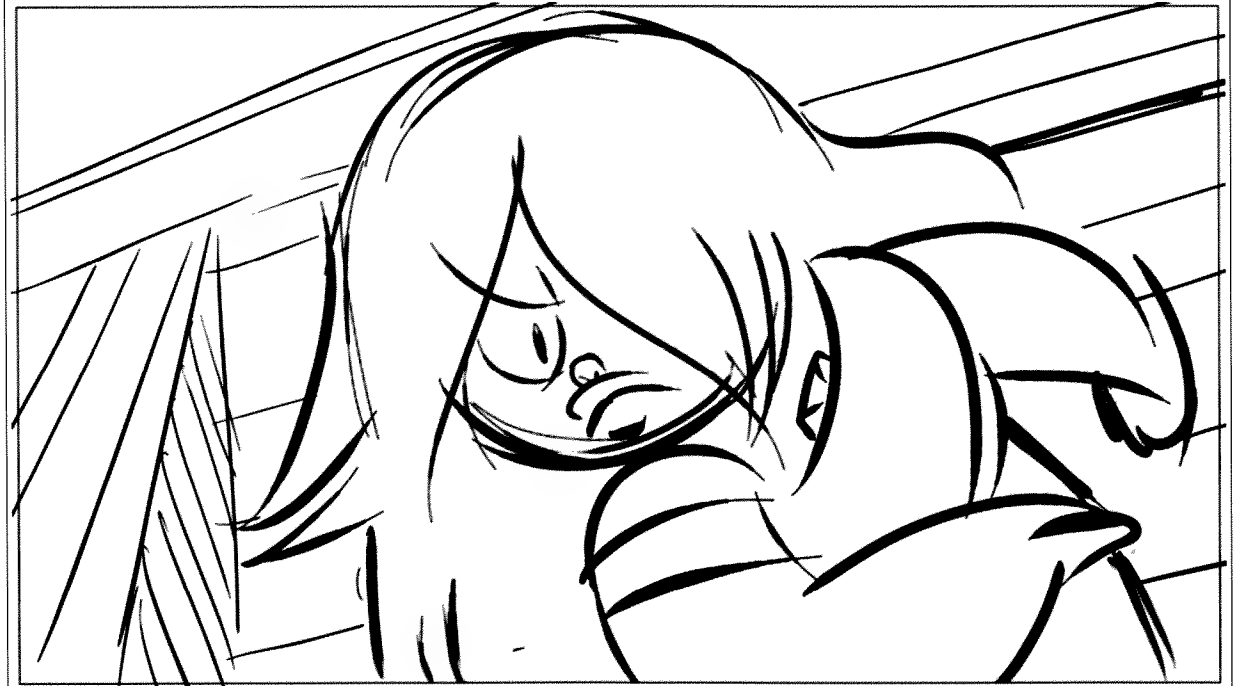
1020.011

Scene	Panel
43	<i>CONT</i> 3



Slugging
0.14

Scene	Panel
44	1



Action Notes
Camera cut to Steven's POV

Slugging
0.05

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1020.011

1020.011

Scene	Panel
44	<i>CONT</i> 2



Action Notes

Amethyst steps back.

Slugging

0.10

Scene	Panel
44	<i>CONT</i> 3



Dialog

AMETHYST: WHAT ARE YOU...

Slugging

0.15

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1020.011

Scene	Panel
44	4 <i>CONT</i>

S/A



Dialog

AMETHYST: ...DOING ...

Action Notes


Looks aground 4A - 4B

Slugging

0.07

Scene	Panel
44	5 <i>CONT</i>

S/A



Dialog

AMETHYST: ...HERE?!

Slugging

0.09

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1020.011

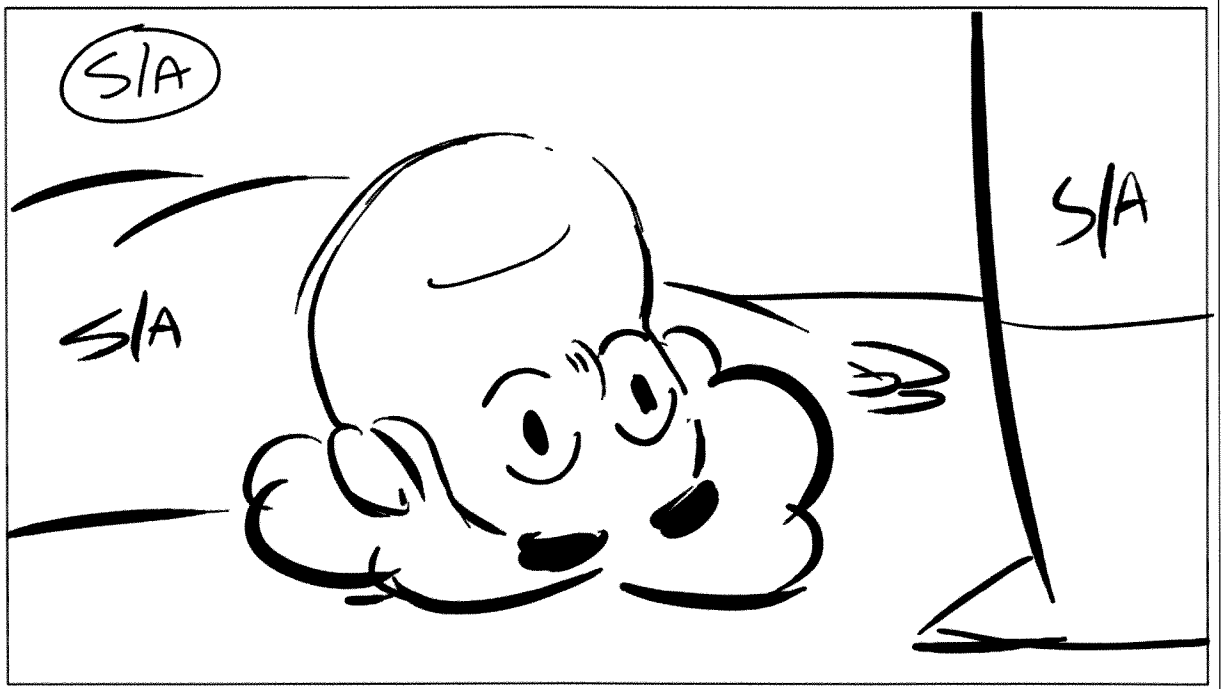
1020.011

Scene	Panel
44	CONT 6



Slugging
0.10

Scene	Panel
45	1

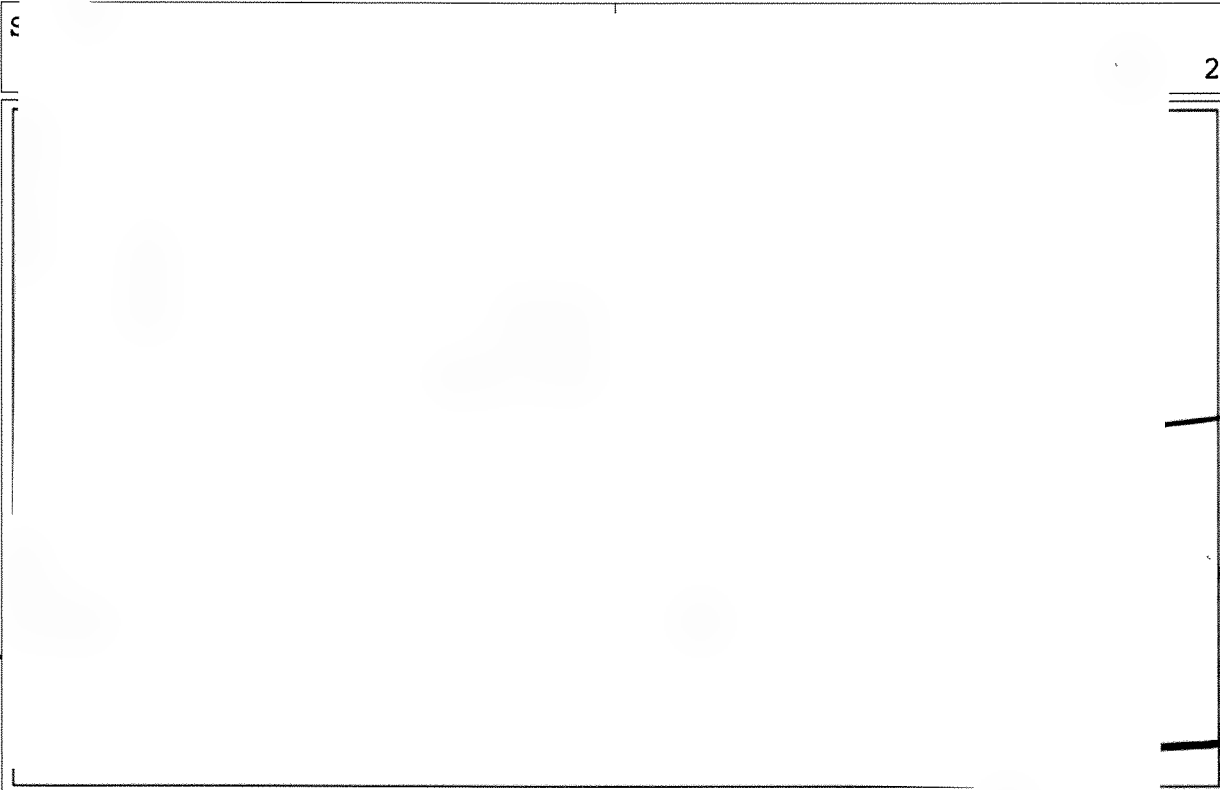


Slugging
Panels 1 to 4 = 3.03

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Dialog

STEVEN: (*LOUD WHISPER) ARE YOU A

Scene

Panel

45

cant

3



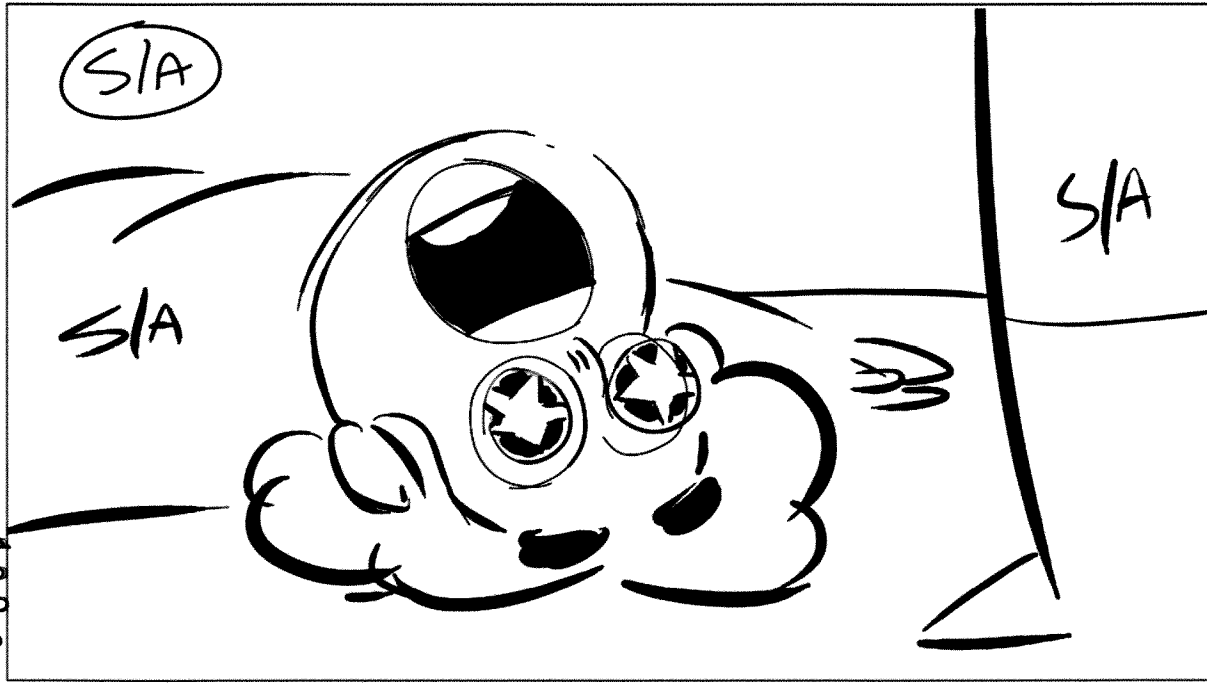
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1020.011

Scene	Panel
45	CONT 4



Dialog

STEVEN: (SECRET WRESTLER!?!)

Action Notes

Steven becomes star-eyed.

Scene	Panel
46	1



Slugging

1.03

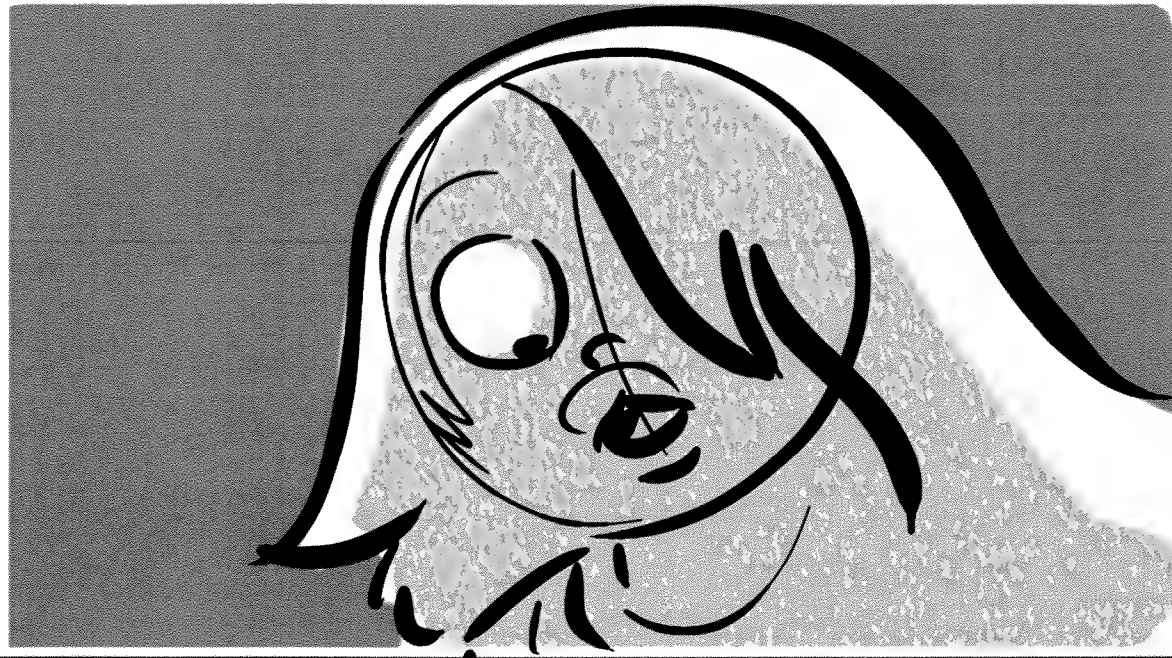
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1020.011

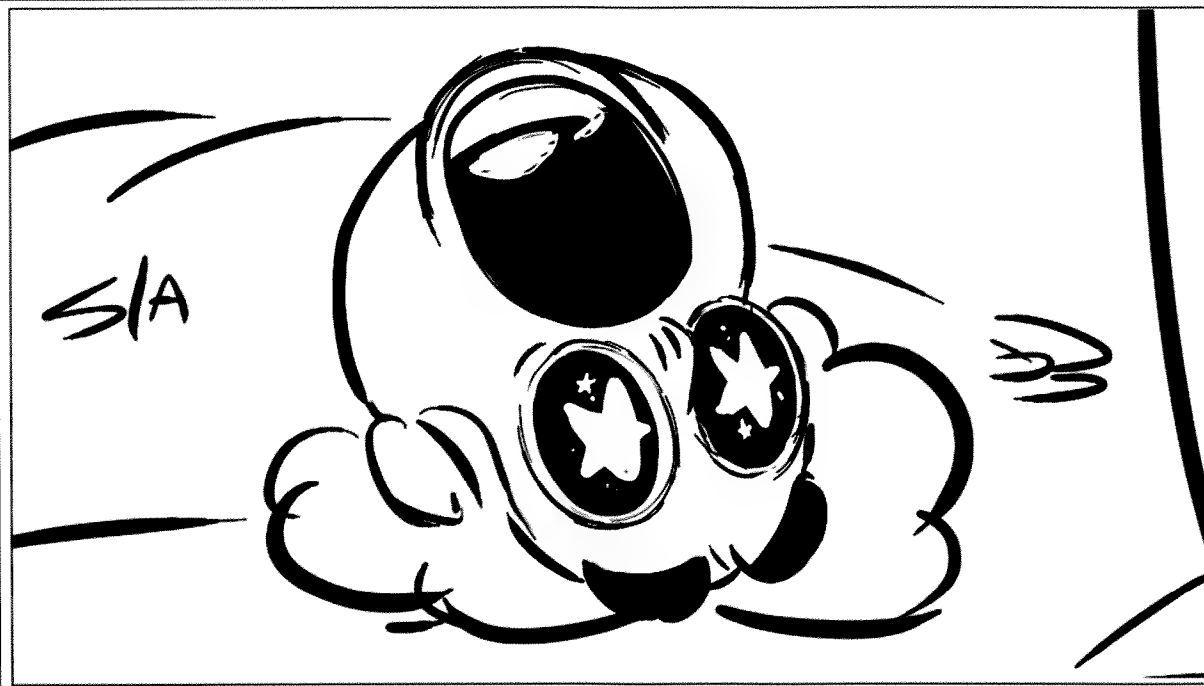
Scene	Panel
46	CONT 2



Dialog
AMETHYST: YEAH.

Slugging
1.01

Scene	Panel
47	1



Dialog
STEVEN: <GAAAASP!!>

Slugging
1.13

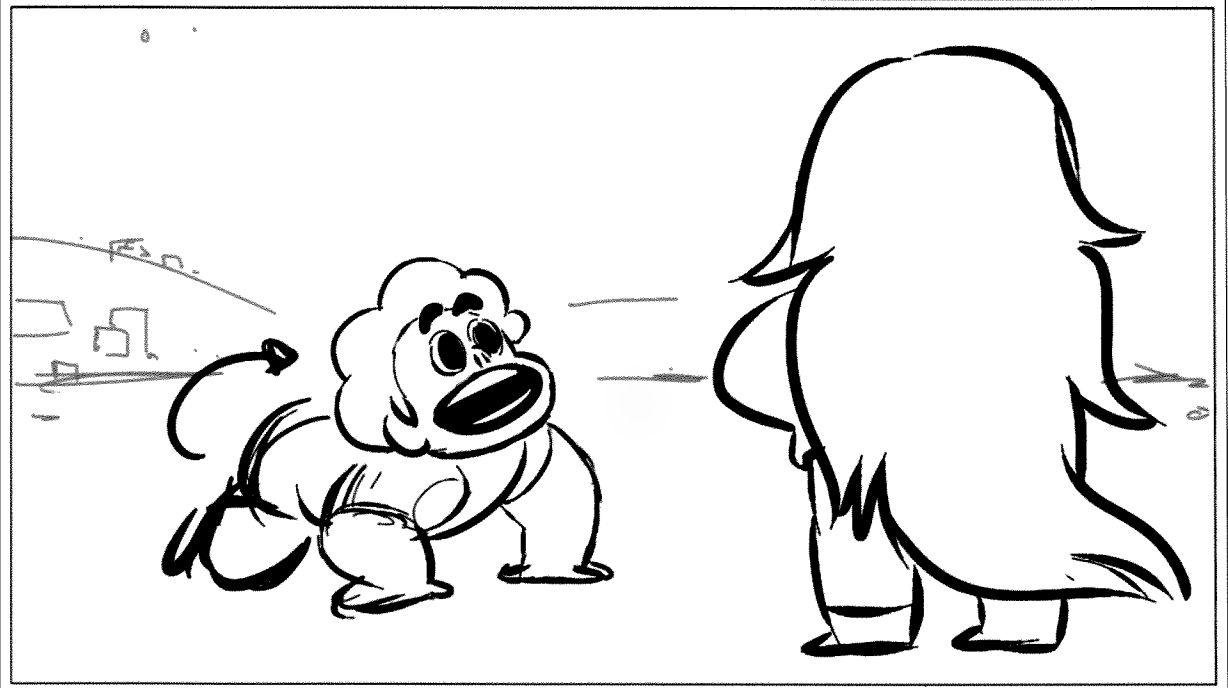
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1020.011

Scene	Panel
48	1



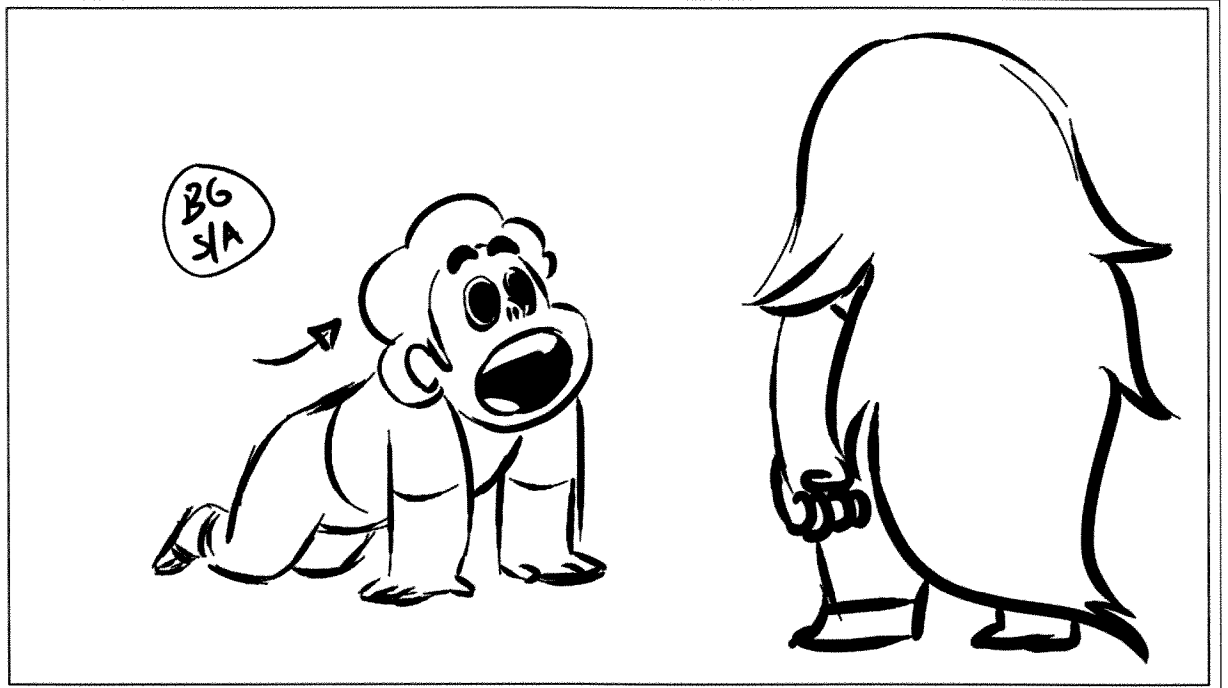
Dialog
STEVEN: BUT HOW, BUT WHEN?

Action Notes
Steven turns over.

Slugging
2.13

Notes
H.U. Steven to previous scene.

Scene	Panel
48	2

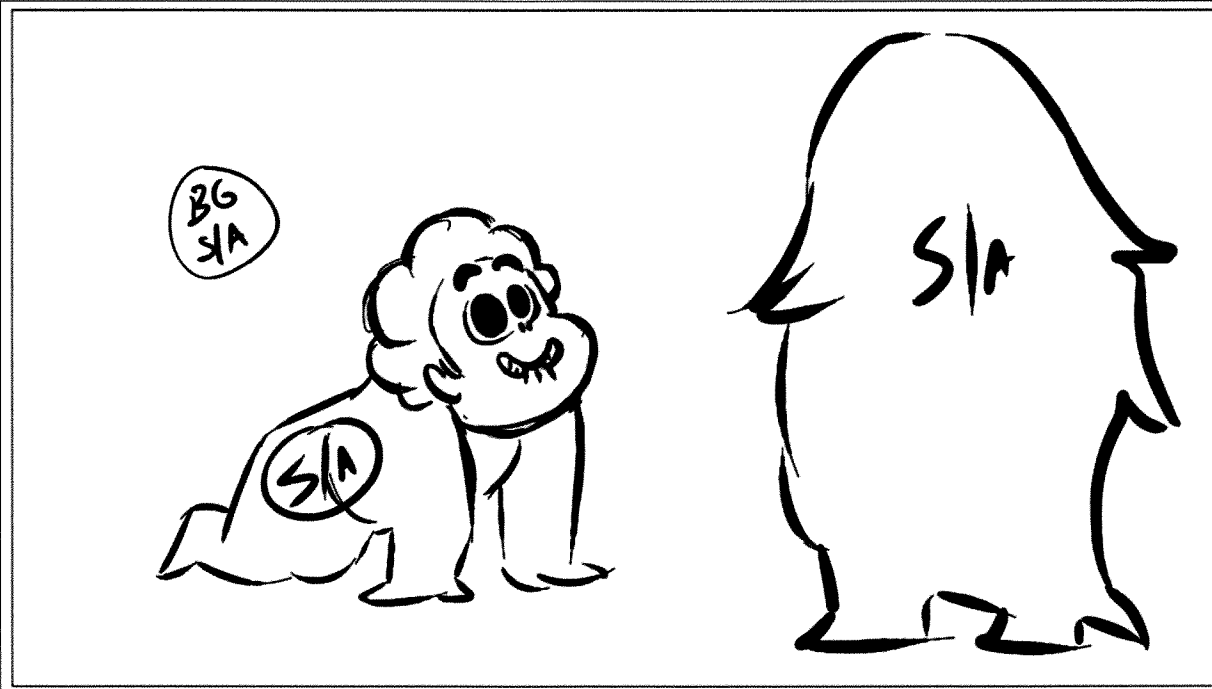


Dialog
STEVEN: ...BUT WHY??

Slugging
1.10

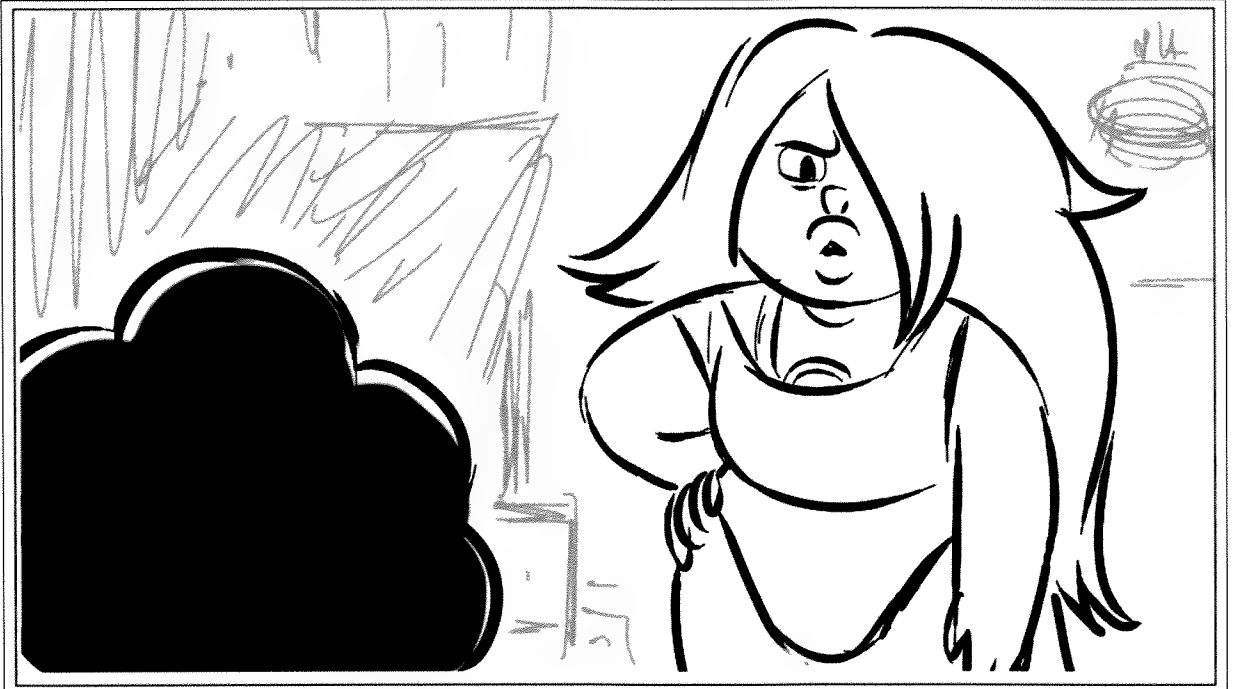
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Scene	Panel
48	CONT 3



Slugging
0.15

Scene	Panel
49	1



Action Notes
Hold on Amethyst looking at Steven.

Slugging
1.01

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1020.011

Scene	Panel
49	<i>CONT</i> 2



Dialog
AMETHYST: C'MERE.

Action Notes
Amethyst hand repeatly wave. (cycle x3)

Slugging
Panels 2 + 3 = 1.08

Scene	Panel
49	<i>CONT</i> 3



Dialog
AMETHYST: C'MERE.

Action Notes
Amethyst hand repeatly wave.

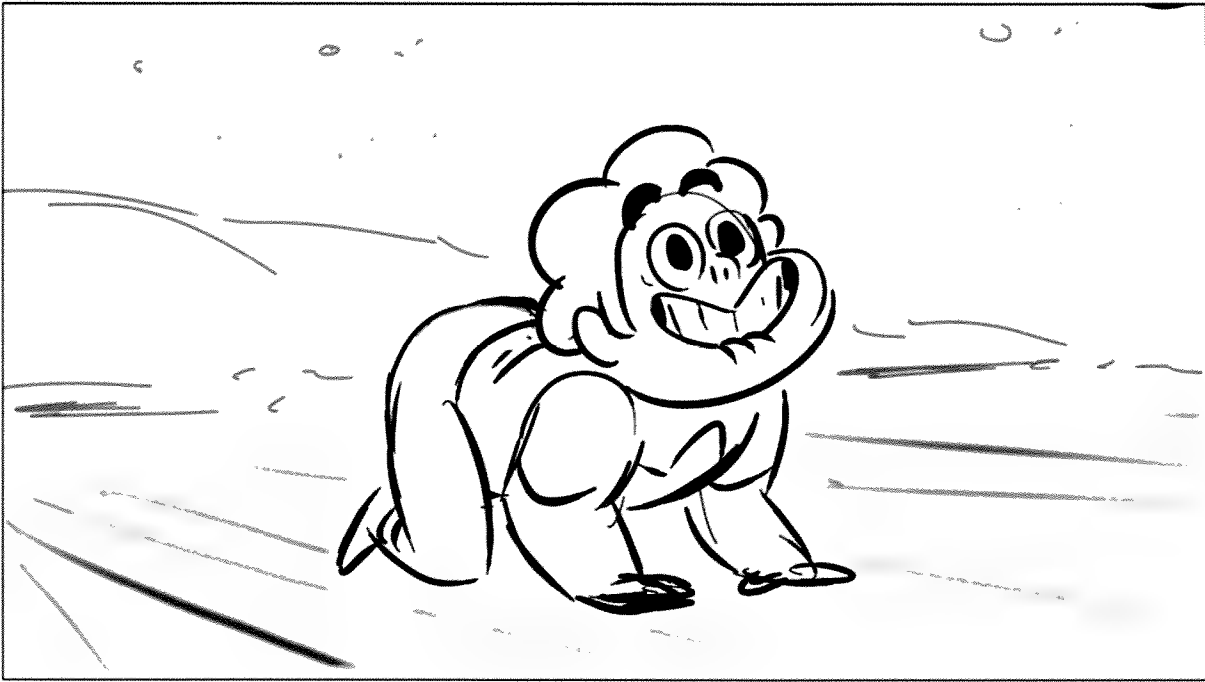
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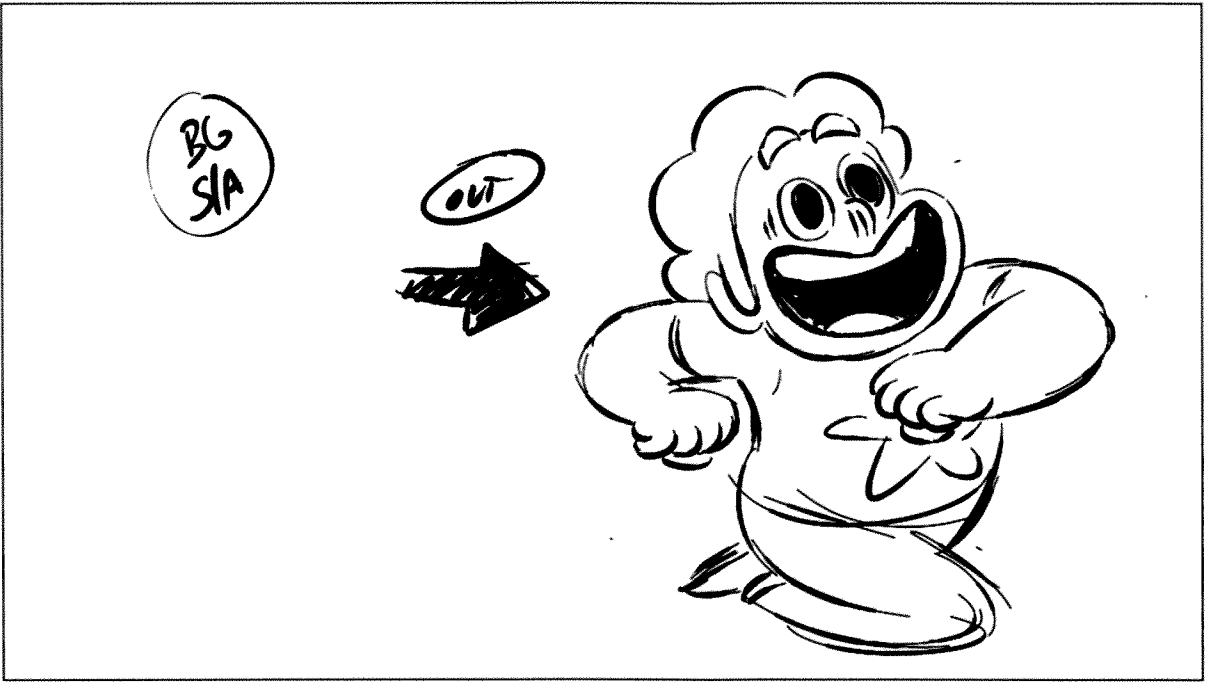
1020.011

Scene	Panel
50	1



Slugging
0.09

Scene	Panel
50	2



Dialog
AMETHYST (os): LET ME EXPLAIN...

Action Notes
Steven scoots forward on his knees.
Steven OUT.

Slugging
1.02

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1020-011

1020-011

Scene	Panel
51	1

Dialog

AMETHYST: ...SOMETHING TO YOU.

Action Notes

Amethyst beckons Steven, hand repeated wave / Steven continues scoot forward.

Slugging

Panels 1 + 2 = 1.06

Scene	Panel
51	2

Dialog

AMETHYST: ...SOMETHING TO YOU.

Action Notes

Amethyst beckons Steven, hand repeated wave / Steven continues scoot forward.

Slugging

0.12

JUL 09 2013

1020-011

1020-011

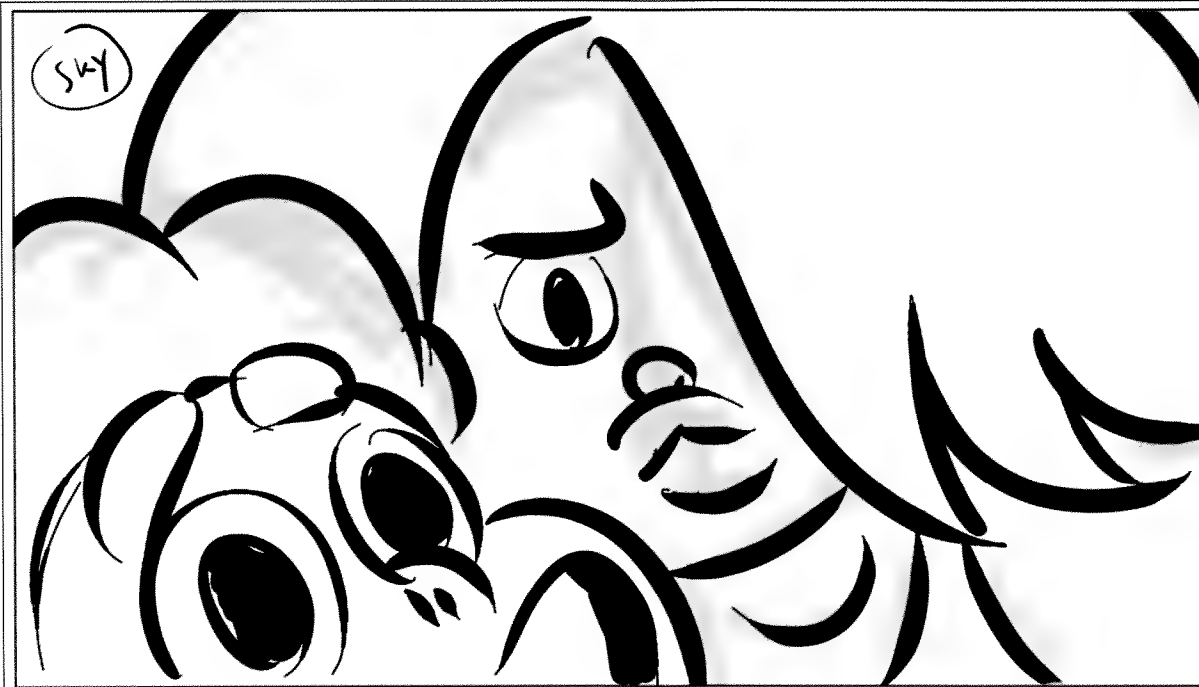
1020-011

Scene	Panel
51	<i>CONT</i> 3



Slugging
0.12

Scene	Panel
52	1



Action Notes
Camera cut in close.

Slugging
0.04

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1020.011

1020.011

1020.011

Scene	Panel
52	<i>CONT</i> 2



Panel 2 shows a close-up of Steven Universe's face. He is looking upwards with a wide-eyed, open-mouthed expression. An arrow points from the top left towards his head. A small circle in the top left corner contains the word "sky".

Dialog

AMETHYST: IN THE RING,

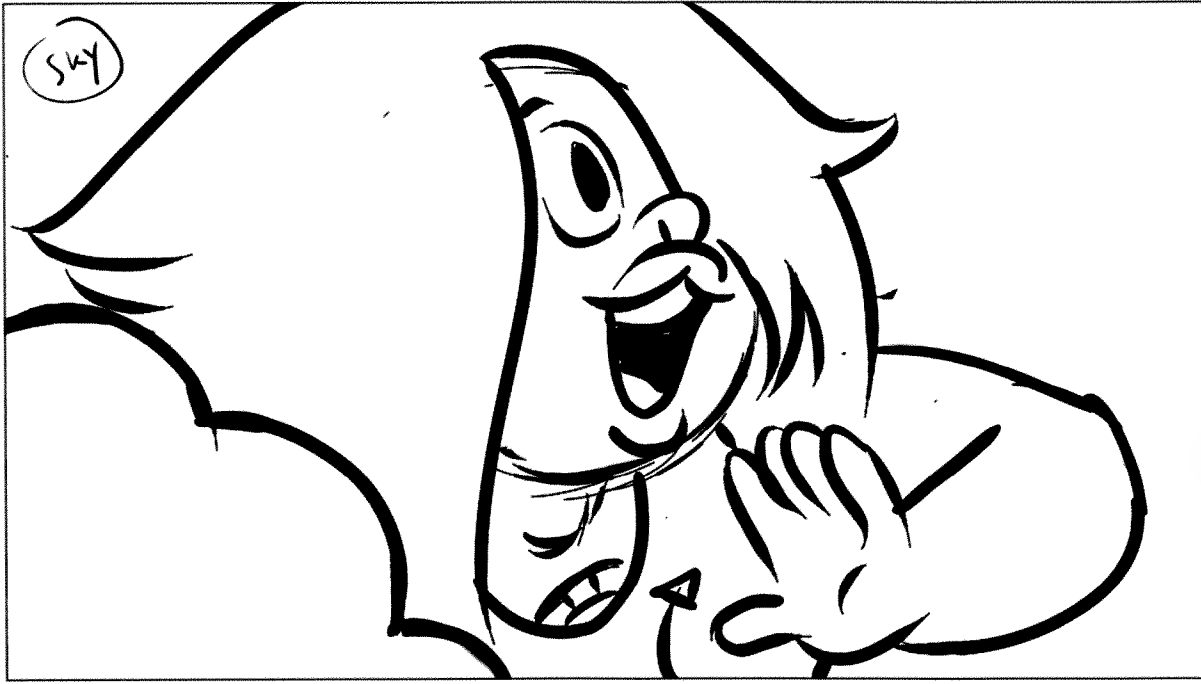
Action Notes

Steven turns his head towards Amethyst.

Slugging

1.07

Scene	Panel
52	<i>CONT</i> 3



Panel 3 shows a close-up of Steven Universe's face. He is looking upwards with a wide-eyed, open-mouthed expression. An arrow points from the bottom left towards his head. A small circle in the top left corner contains the word "sky".

Dialog

AMETHYST: NOBODY CAN TELL ME WHAT TO DO!

Action Notes

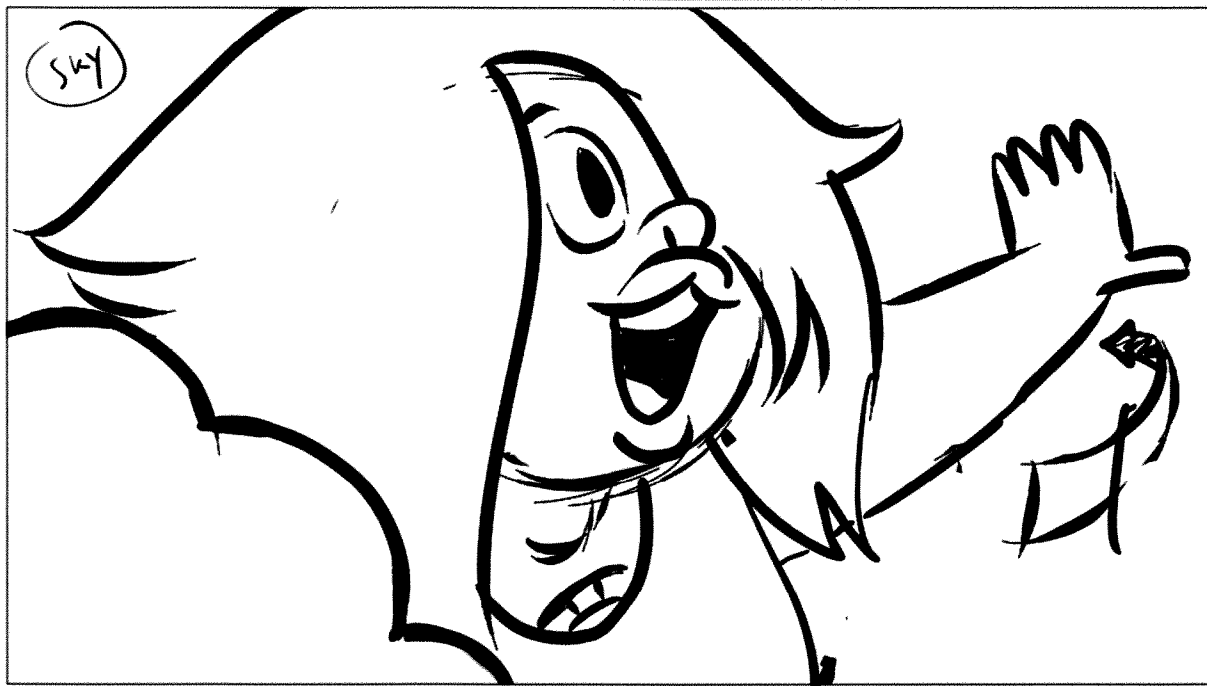
Amethyst arm stretch out from 1 to 2.

Slugging

Panels 3 + 4 = 2.13

JUL 09 2015

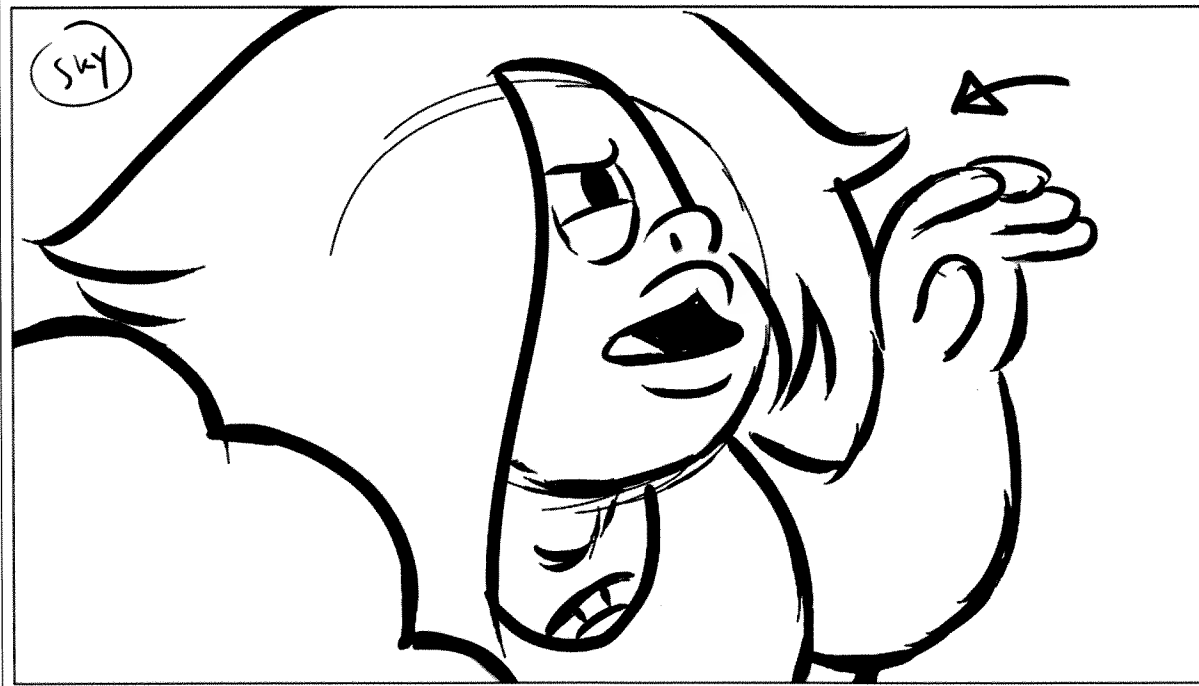
Scene 52 Panel 4
cont



Dialog
AMETHYST: NOBODY CAN TELL ME WHAT TO DO!

Action Notes
Amethyst arm stretch out from 1 to 2.

Scene 52 Panel 5
cont



Dialog
AMETHYST: AND IF THEY TRY,

Slugging
1.08

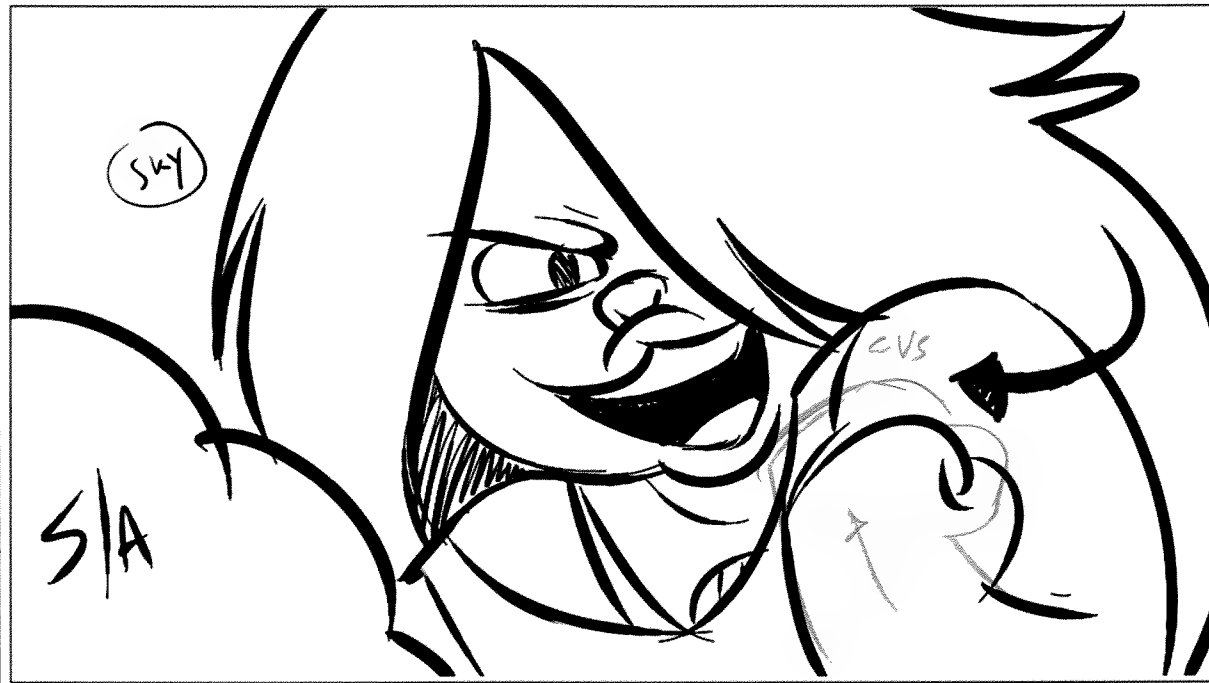
JUL 09 2013

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1020-011

1020-011

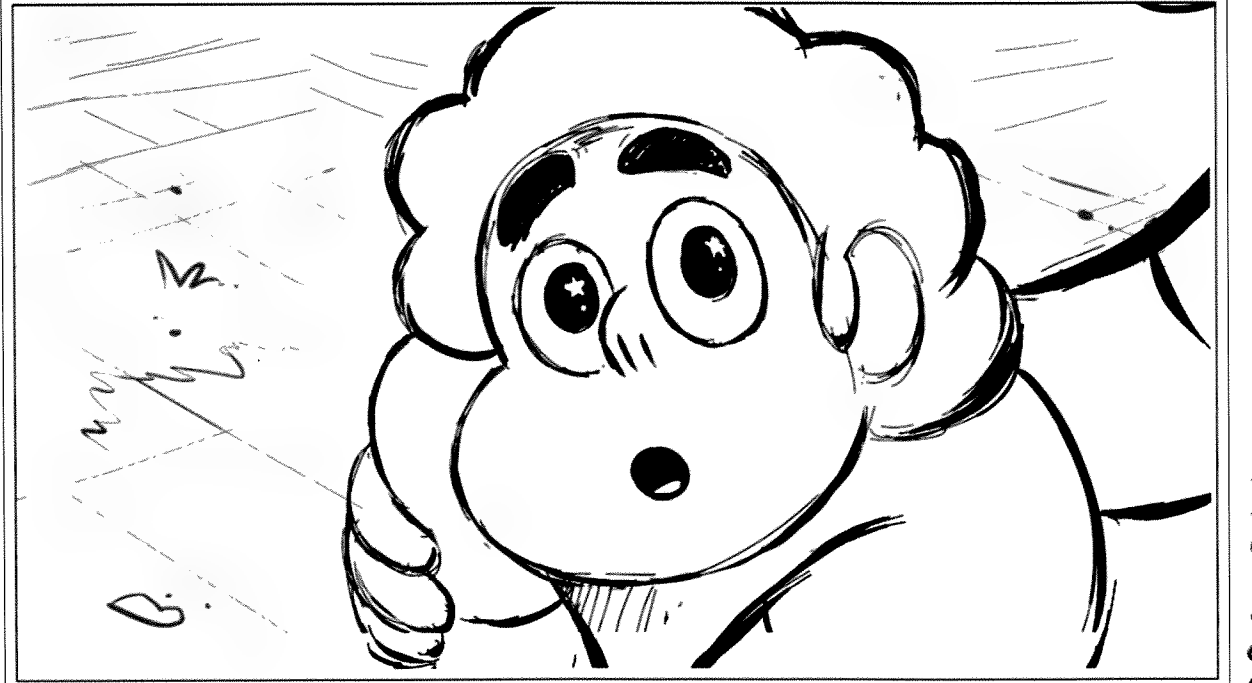
Scene	Panel
52	6



Dialog
AMETHYST: I HIT 'UM IN THE FACE WITH A CHAIR!

Slugging
3.01

Scene	Panel
53	1



Dialog
AMETHYST (os): (*EVIL VOICE) HA HA HA...

Slugging
2.00

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1020.011

1020.011

1020.011

Scene	Panel
53	<i>cont</i> 2



Dialog
STEVEN: AND PEOPLE...

Slugging
1.13

Scene	Panel
53	<i>cont</i> 3



Dialog
STEVEN: ...LIKE THAT?

Slugging
1.11

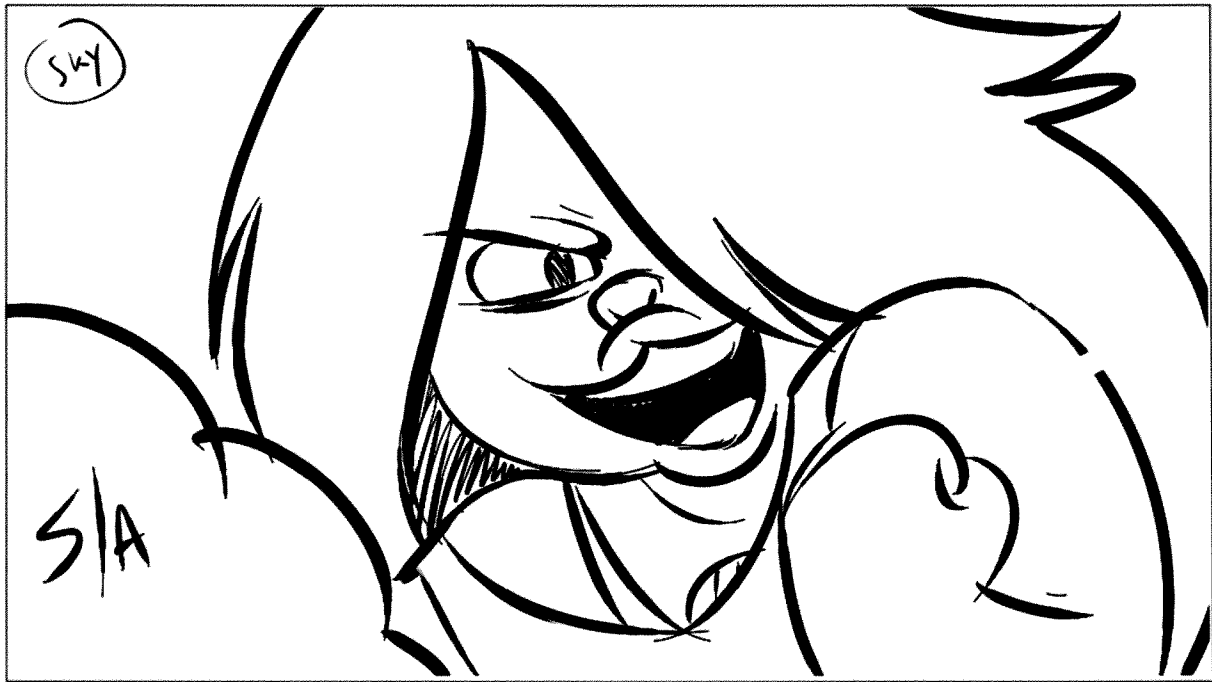
JUL 09 2013

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1020-011

1020-011

Scene	Panel
54	1

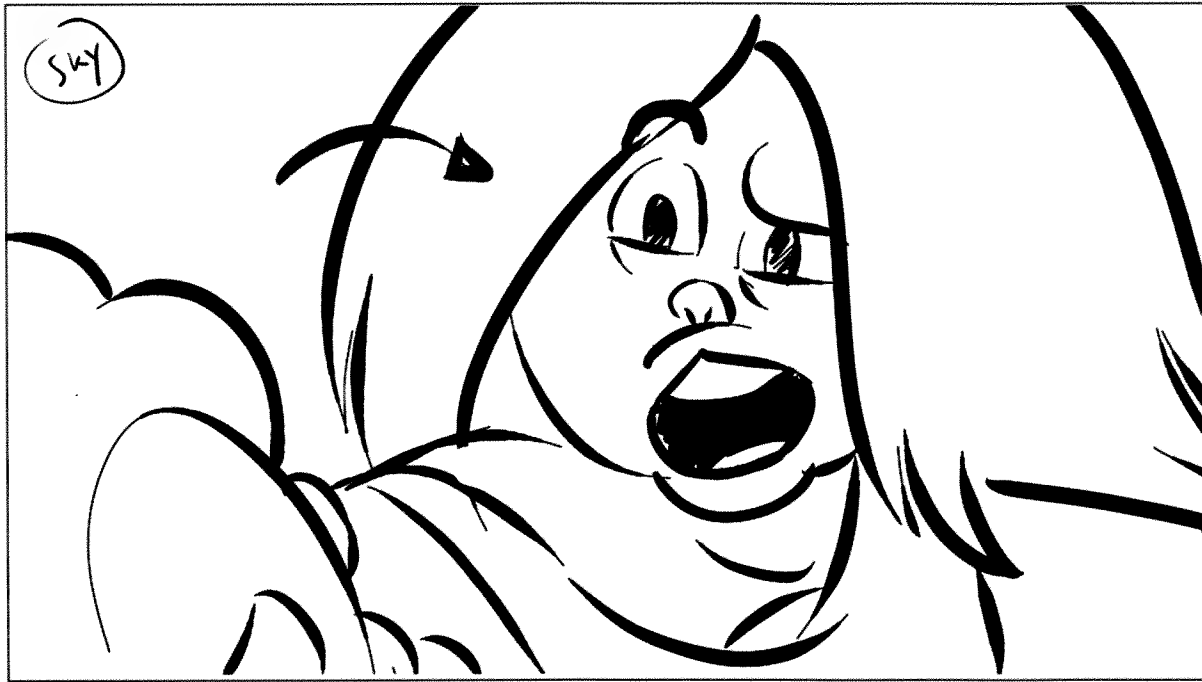


Dialog
AMETHYST: LIKE IT?

Action Notes
START POSE

Slugging
Panels 1 + 2 = 1.09

Scene	Panel
54	2



Dialog
AMETHYST: LIKE IT?

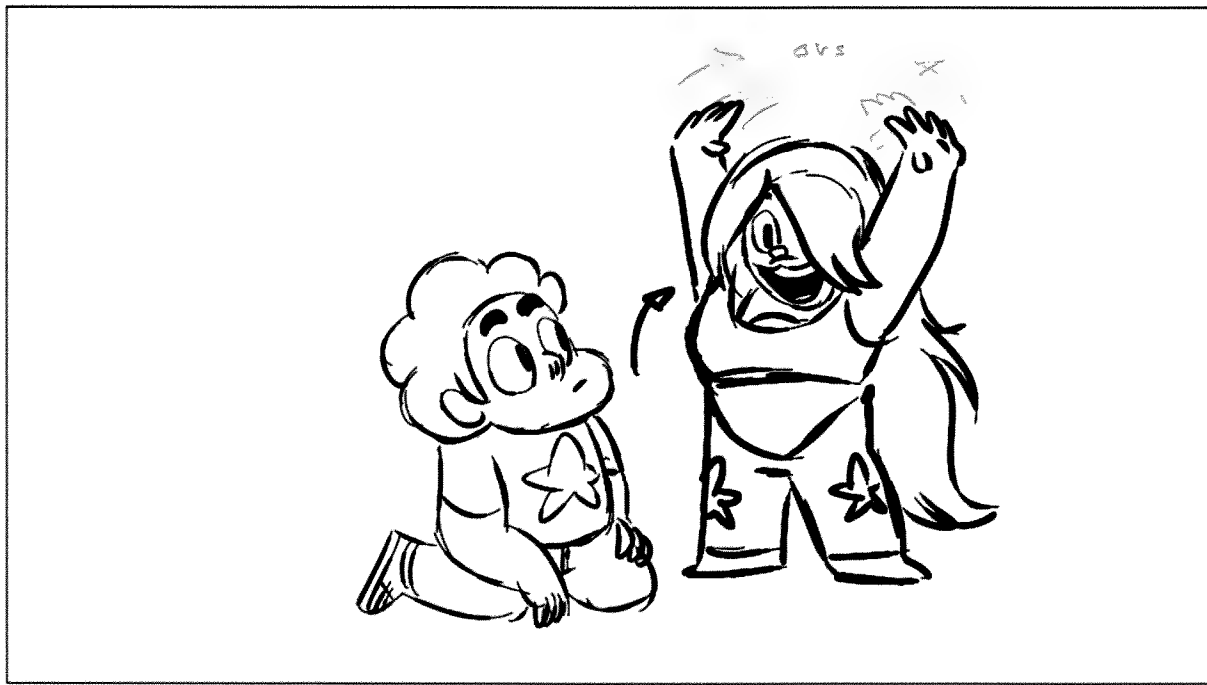
JUL 09 2011

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Scene	Panel
55	1



Dialog
AMETHYST: THEY LOVE IT!

Slugging
3.00

Notes
H.U. Amethyst to previous scene.

Scene	Panel
55	2

CONT



Dialog
AMETHYST: WELL--- THEY HATE IT.

Slugging
2.04

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Scene	Panel
55	3



Dialog
AMETHYST: BUT IT'S ALL PART OF THE FUN, YOU KNOW?

Slugging
2.15

Scene	Panel
55	4



Dialog
AMETHYST: EVERYONE HERE,... GETS THAT!

Slugging
3.08

JUL 0 9 2010

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1020-011

Scene	Panel
55	<i>CONT</i>

5



Dialog

AMETHYST: GAH! (grrrr)

Action Notes

amethyst growls.

Slugging

Panels 5 + 6 = 7.13

Scene	Panel
55	<i>CONT</i>

6



Dialog

AMETHYST: YOU DON'T KNOW WHAT IT'S LIKE HAVING PEARL AND GARNET ON YOUR BACK ALL THE TIME!!

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1020.011

1020.011

Scene 56 Panel 1



Action Notes

START POSE

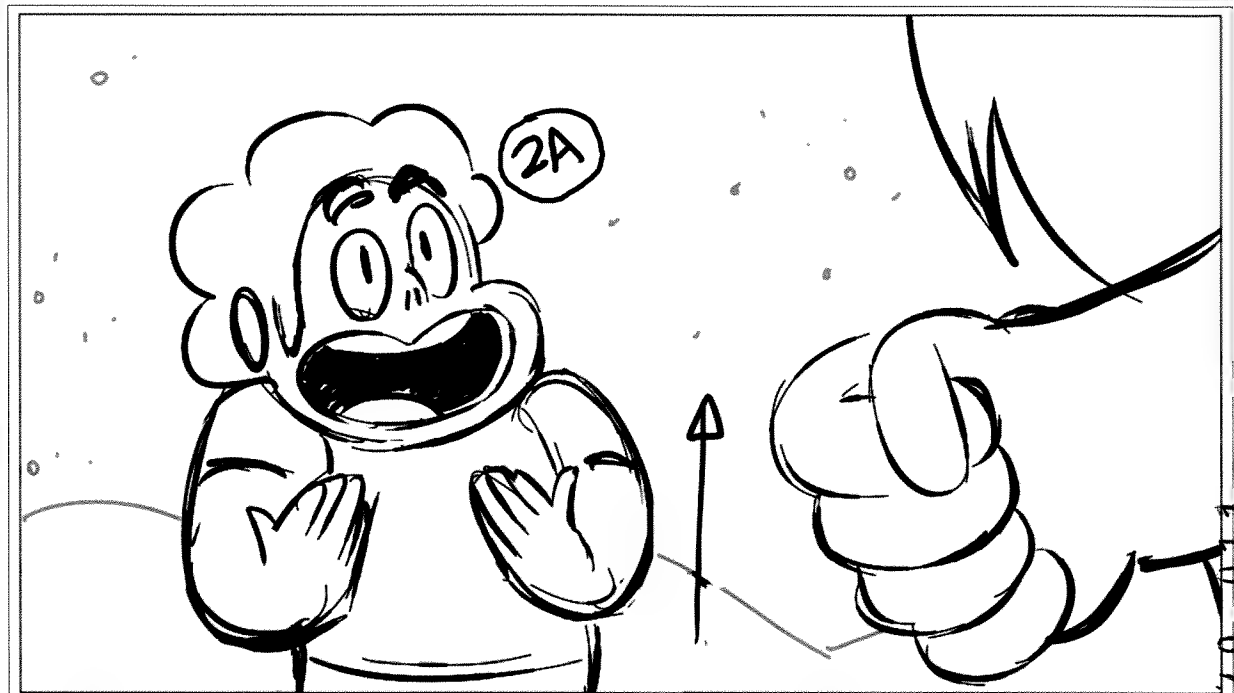
Slugging

Panels 1 + 2 = 2.10

Notes

H.U. Steven to previous scene.

Scene 56 Panel 2



Dialog

STEVEN: ARE YOU KIDDING ME?!

Action Notes

STEVEN stands



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1020.011

1020.011

1020.011

Scene 56 Panel 3
CONT



Dialog

STEVEN: (*AS PEARL) OH STEVEN! I TOLD YOU BEFORE NOT TO TAKE PEANUT BUTTER ON MISSIONS!

Slugging

5.14



Scene 56 Panel 4
CONT



Dialog

STEVEN: (*AS GARNET) I'M NOT GOING TO SAY ANYTHING BUT I EXPECT YOU TO UNDERSTAND THAT THAT WAS WRONG.

Action Notes

Steven imitates Garnet.

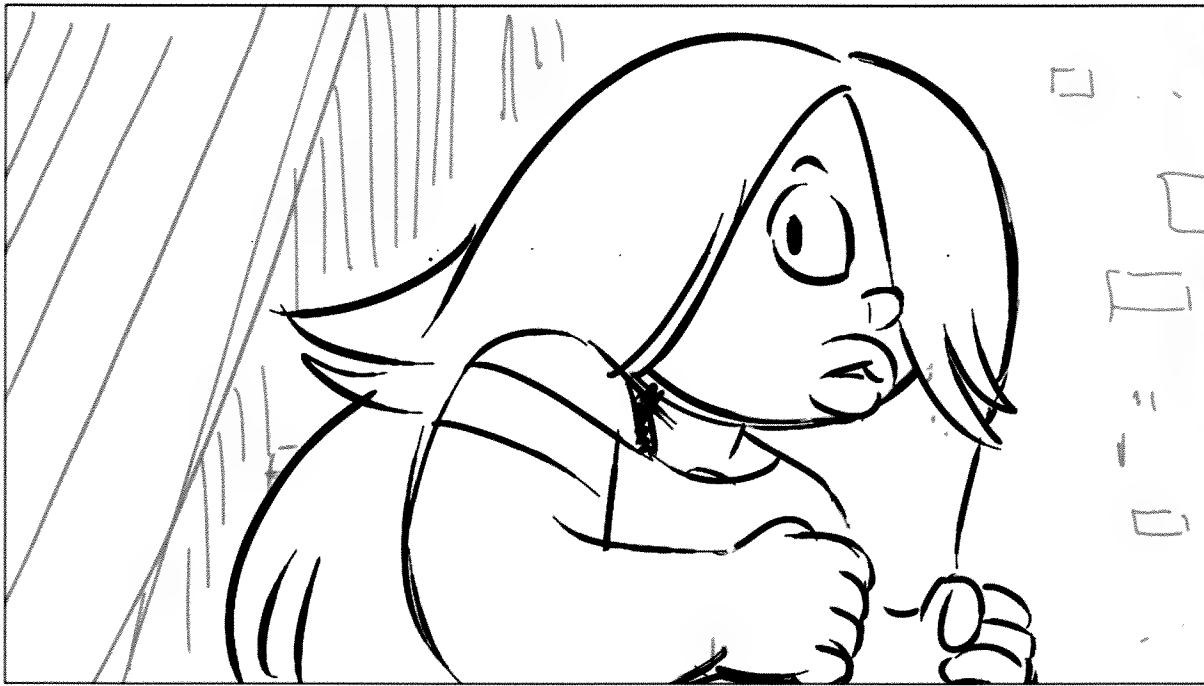
Slugging

7.15



JUL 09 2013

Scene	Panel
57	1



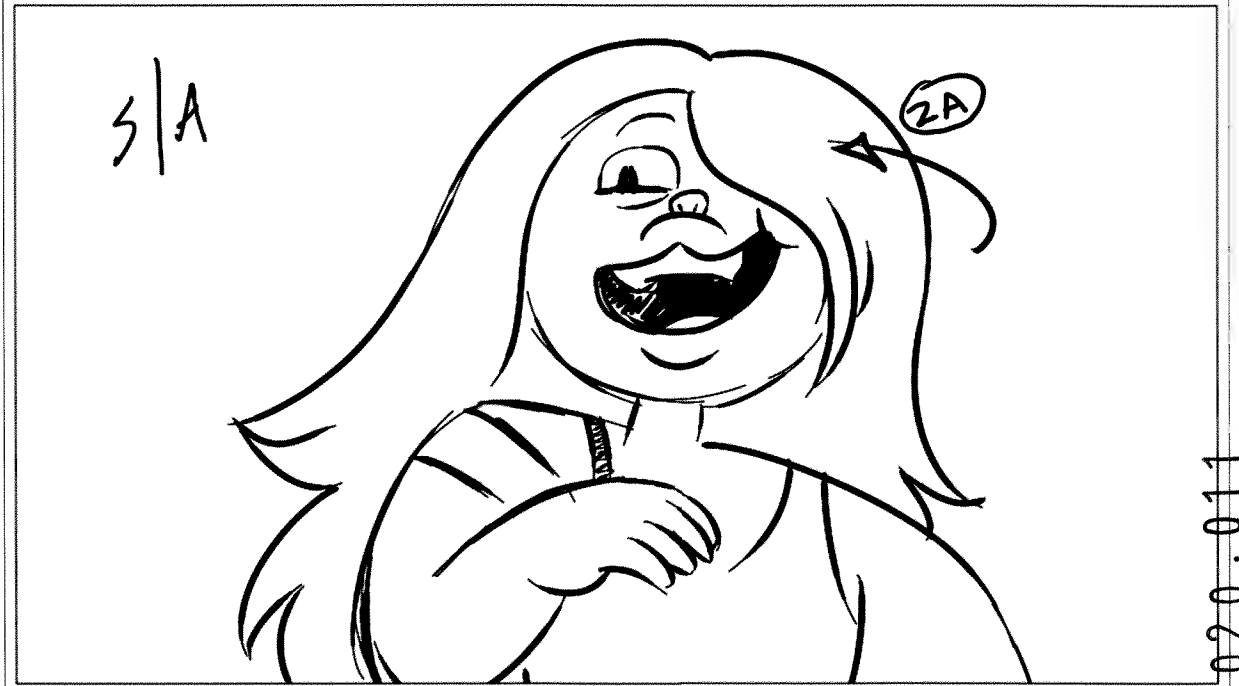
Action Notes

-SP-

Slugging

0.04

Scene	Panel
57	2

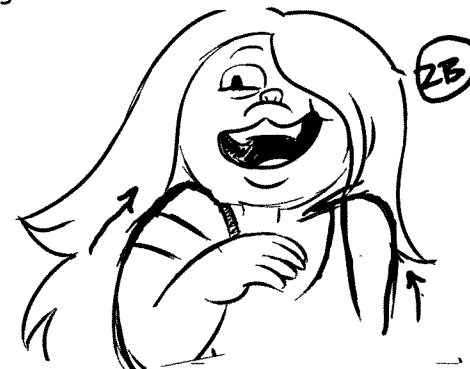


Dialog

AMETHYST: HA HA THAT PEANUT BUTTER GOT EVERYWHERE!

Slugging

4.09



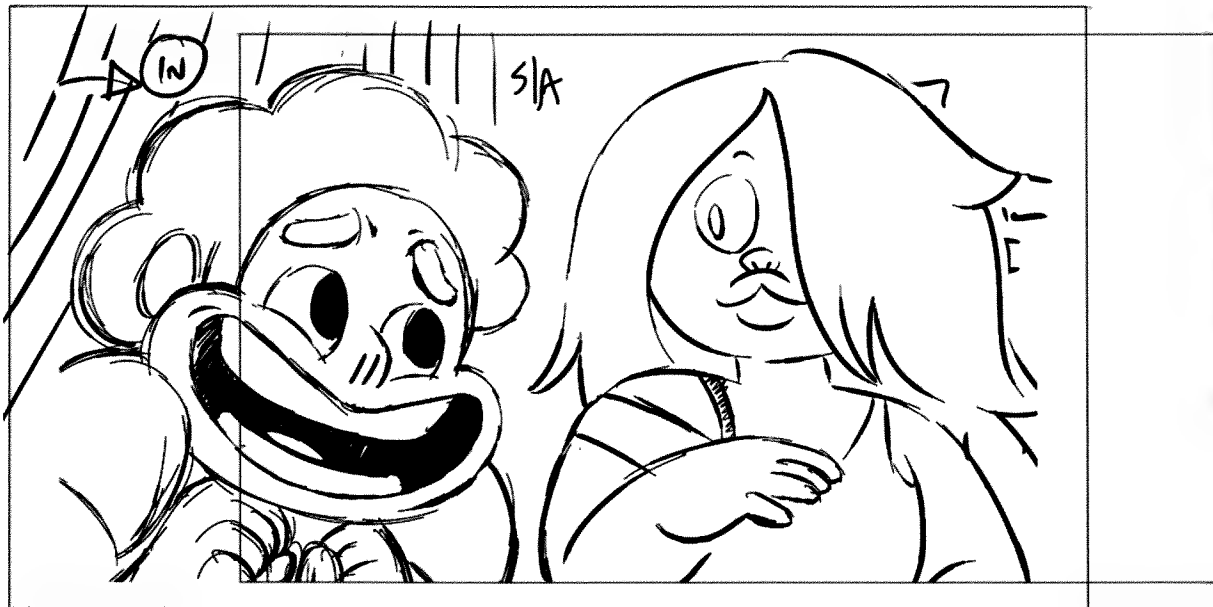
JUL 09 2011

1020.011

1020.011

1020.011

Scene	Panel	
	57	CONT 3



Dialog
STEVEN: LET ME BE A WRESTLER WITH YOU!

Action Notes
Camera ADJ for Steven IN.

Slugging
2.09

ADJ then HOLD.

Scene	Panel	
	57	CONT 4



Dialog
STEVEN: I'M SO STIFLED!

Slugging
2.11

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1020-011

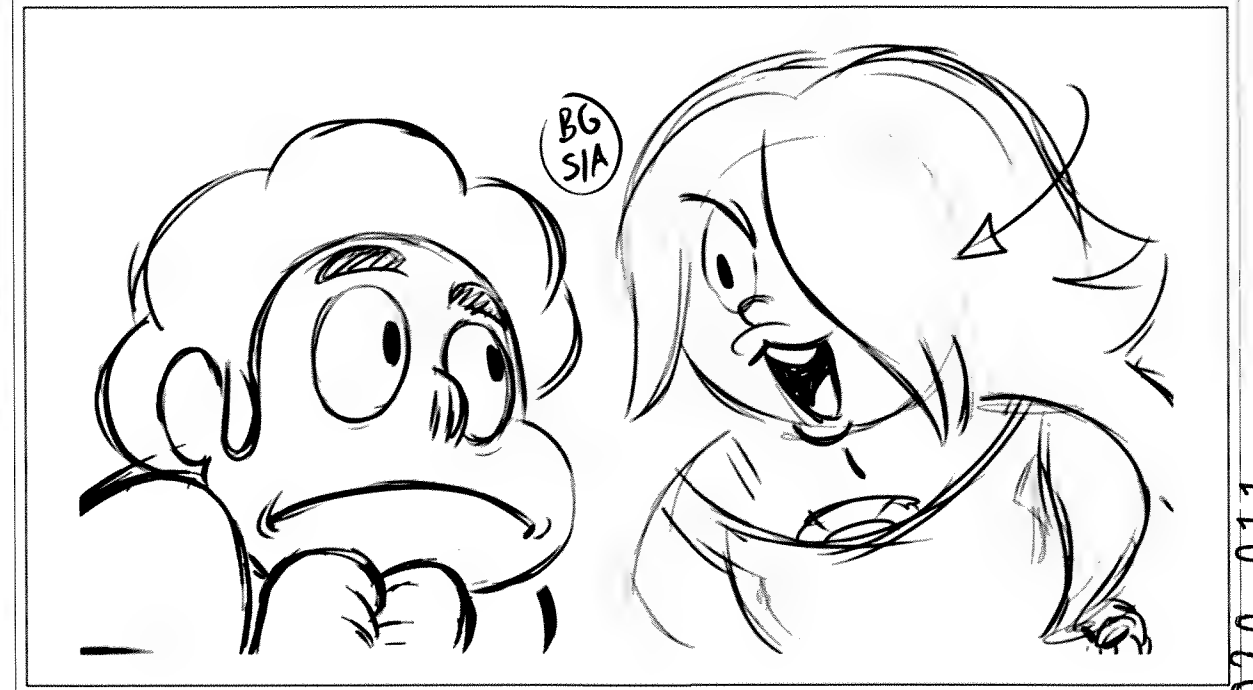
Scene	Panel
57	<i>CONT</i>



Dialog
AMETHYST: WELL, I HAVEN'T WON THE TAG TEAM BELT YET...

Slugging
4.09

Scene	Panel
57	<i>CONT</i>



Dialog
AMETHYST: BUT YOU CAN'T TELL PEARL AND GARNET!!

Slugging
2.10

JUL 09 2013

1020.011

1020.011

1020.011

Scene	Panel
57	<i>CONT</i> 7



Dialog
STEVEN: DEAL!

Slugging
1.07

Scene	Panel
58	1



Action Notes
Closet full of pink shirts.

Slugging
0.10

JUL 09 2013

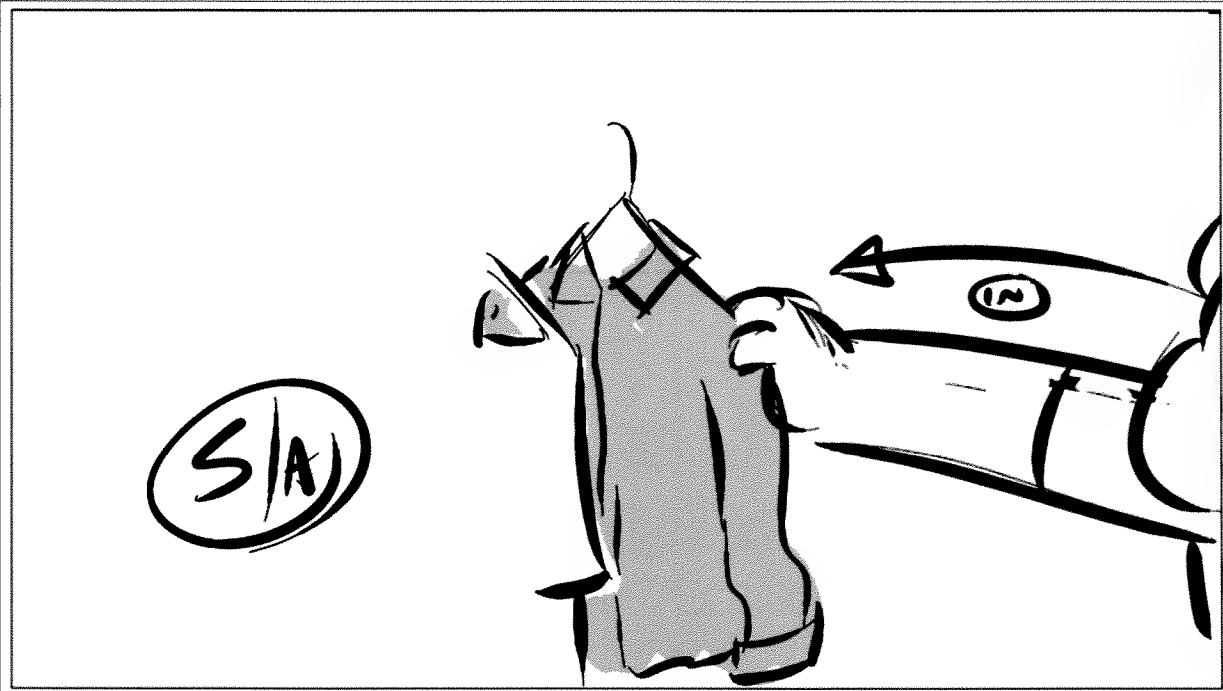
1020-011

1020-011

1020-011

NO SC
59

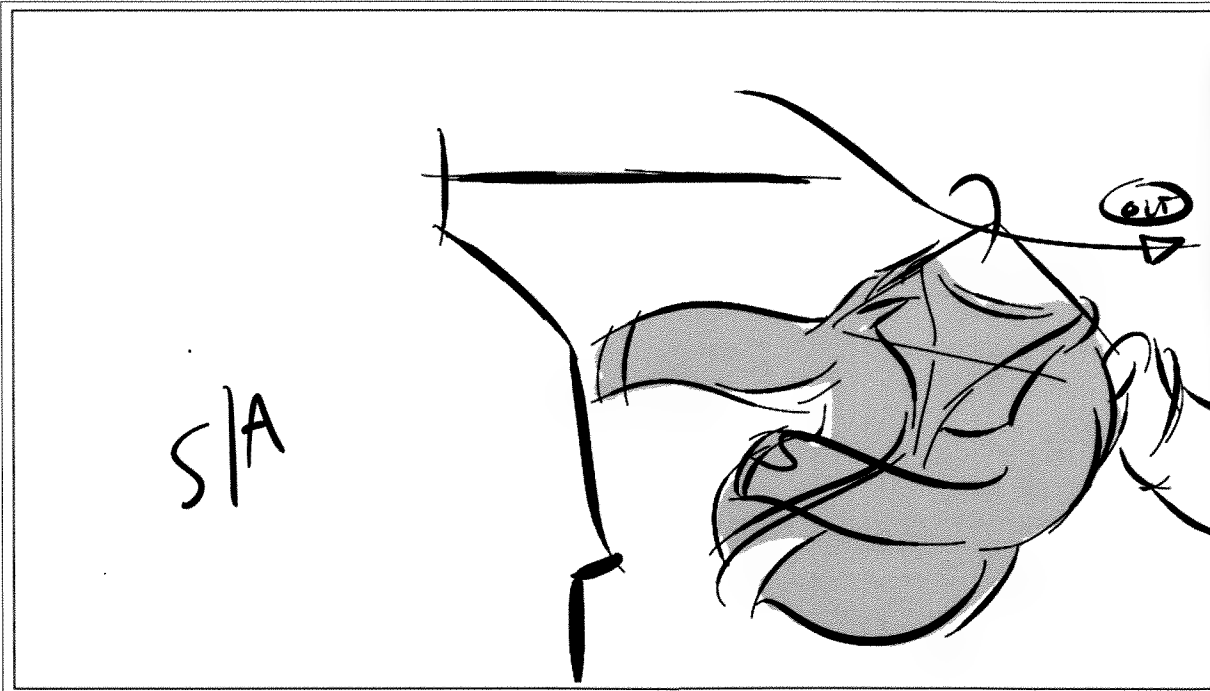
Scene 58 Panel 2
CONT



Action Notes
Steven hand IN

Slugging
0.04

Scene 58 Panel 3
CONT



Action Notes
Pulls out shirt.

Slugging
0.09

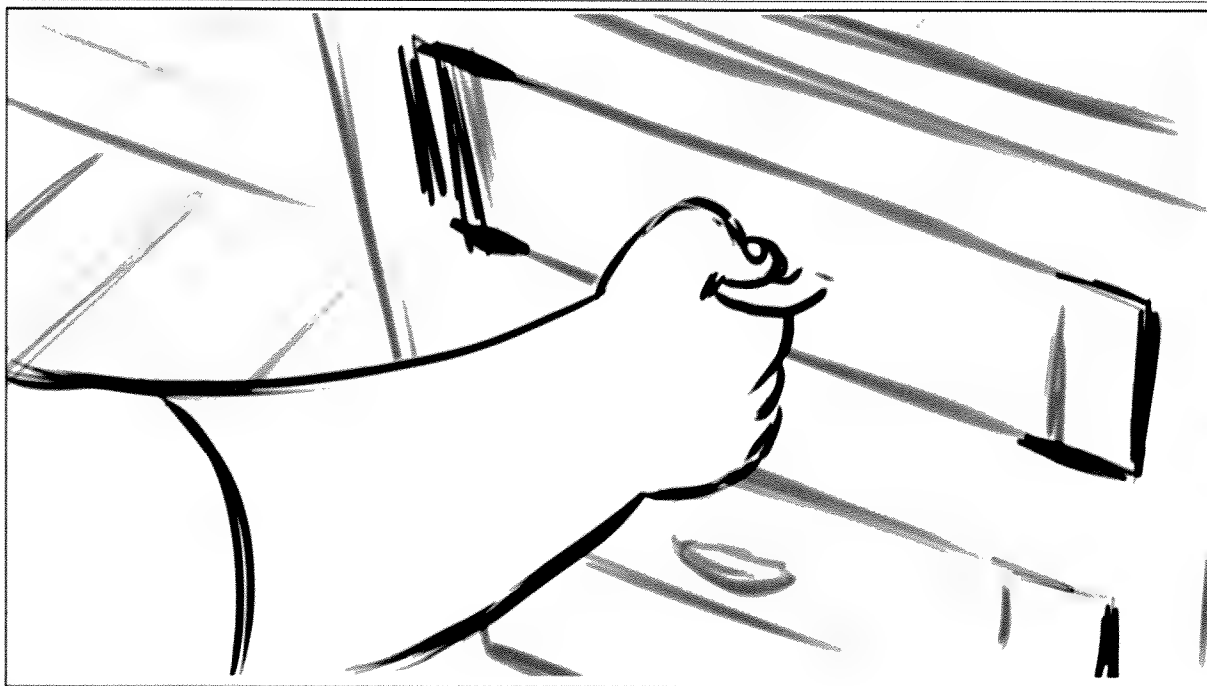
JUL 09 2013

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1020.011

1020.011

Scene	Panel
60	1



Action Notes

Steven's hand on drawer.

Slugging

0.06

NO
SC. 59

Scene	Panel
60	2



Action Notes

Steven hand IN.

Slugging

0.05

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1020.011

1020.011

Scene 60 Panel 3
CONT



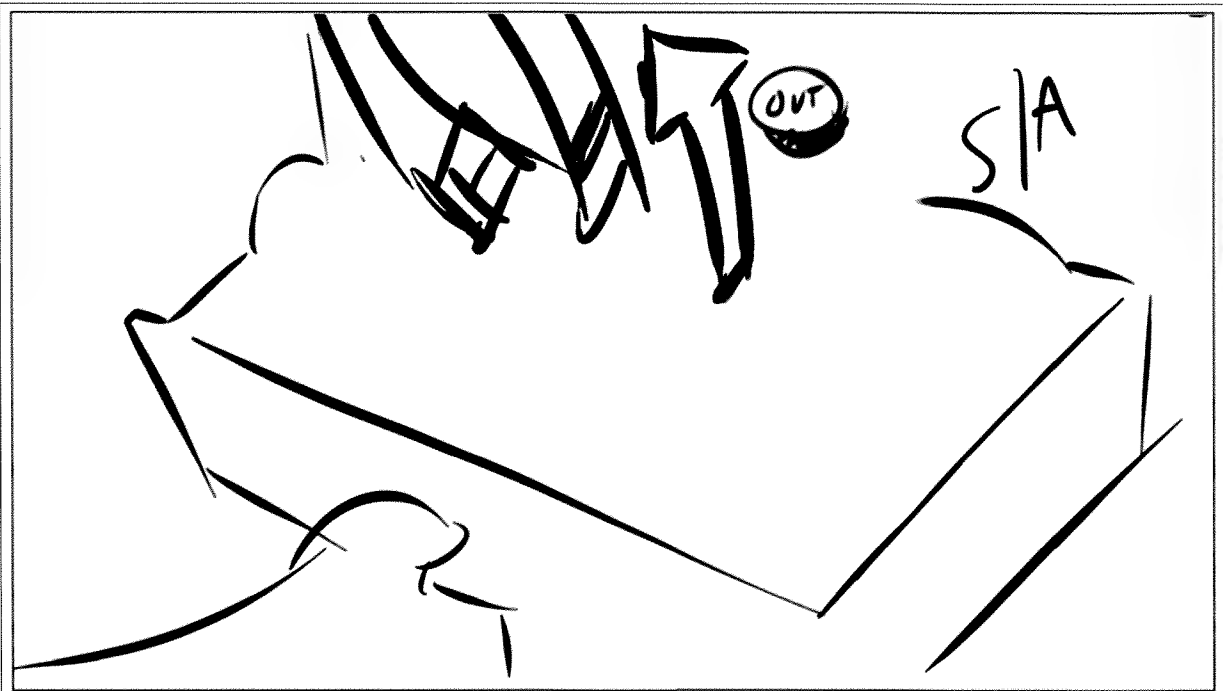
Action Notes

Steven grabs suspenders.

Slugging

0.05

Scene 60 Panel 4
CONT



Slugging

0.08

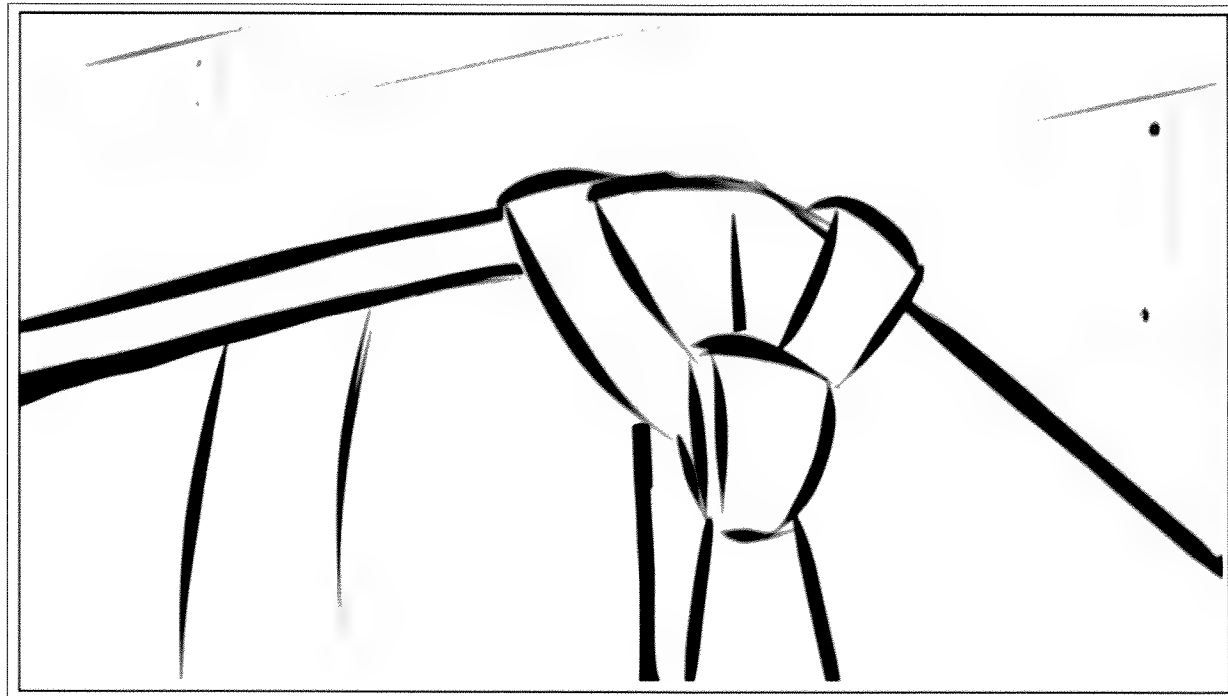
JUL 09 2013

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1020.011

1020.011

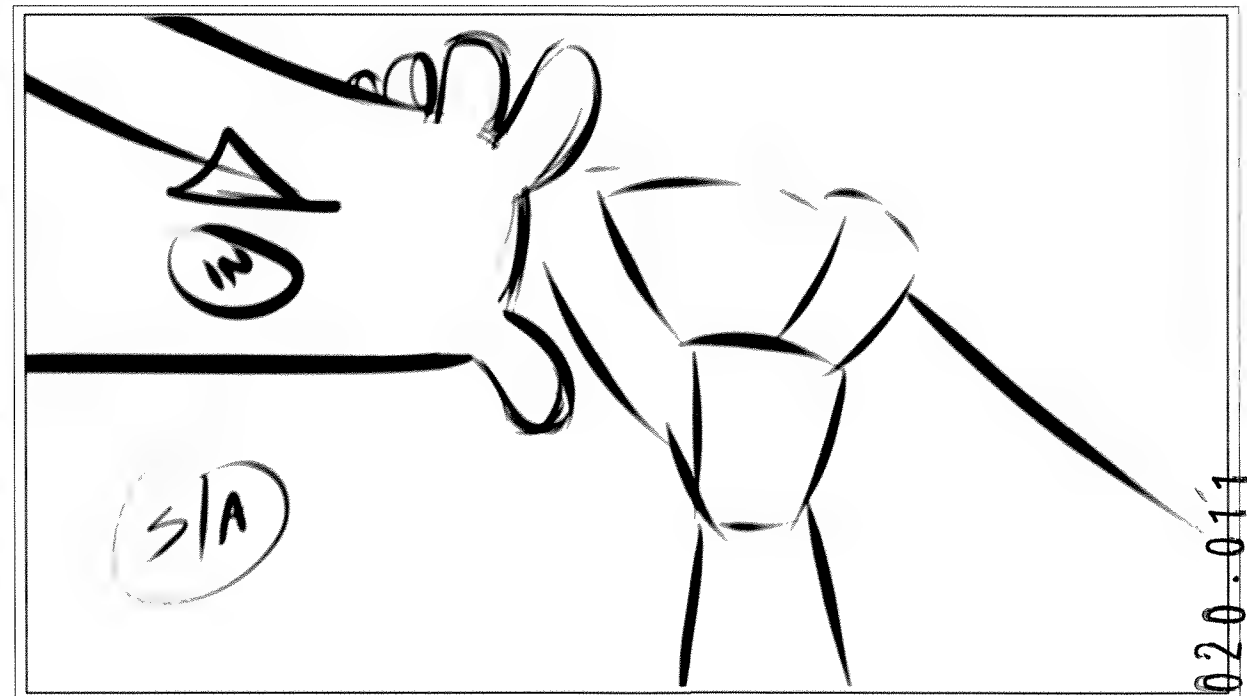
Scene	Panel
61	1



Action Notes
Cut to tie hanging on TV.

Slugging
0.05

Scene	Panel
61	cont
	2



Action Notes
Steven hand IN.

Slugging
0.05

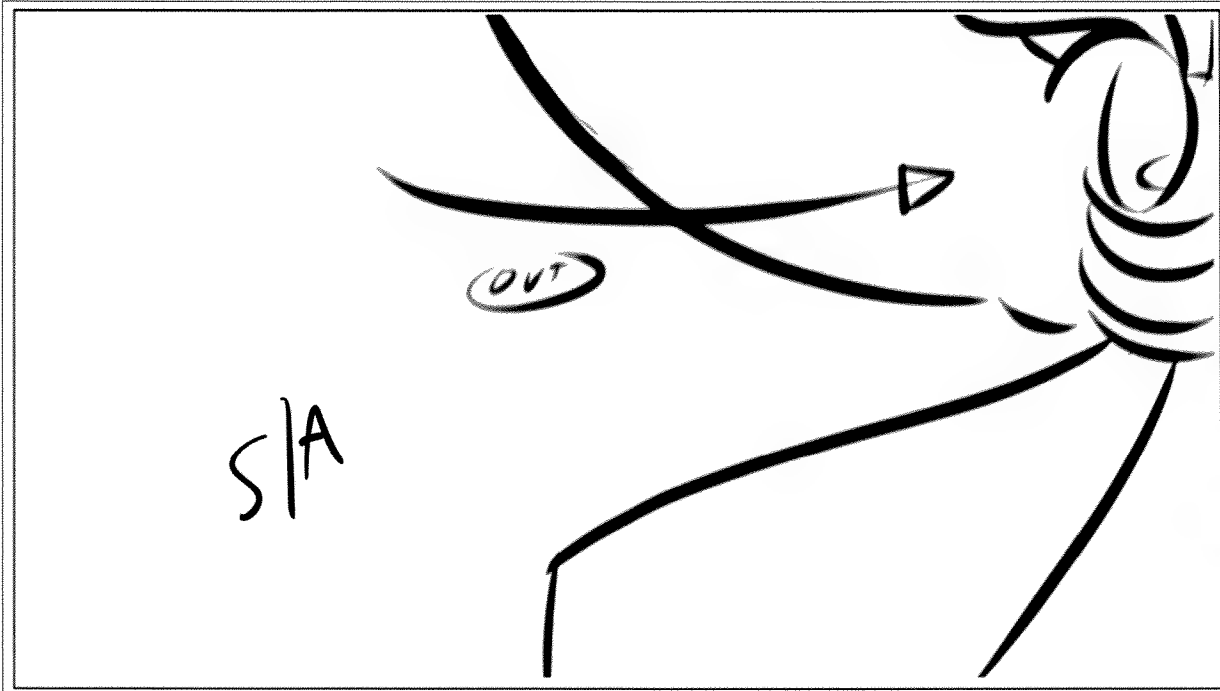
JUL 09 2015

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1020-011

Scene	Panel
61	CONT 3



Action Notes
Grab tie - OUT.

Slugging
0.09

Scene	Panel
62	1



Action Notes
Hold on scary mask - pan over to cute tiger nose mask.

Slugging
HOLD: 0.15
Then ADJ: 0.12
Then HOLD: 0.14

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1020.011

1020.011

1020.011

Scene	Panel
63	1



Action Notes
Steven looking very intense

Slugging
1.01



Scene	Panel
63	2



Action Notes
Push in on Steven.

Slugging
ADJ: 0.07
Then HOLD: 1.02

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1020.011

1020.011

1020.011

Scene	Panel
63	1020-011



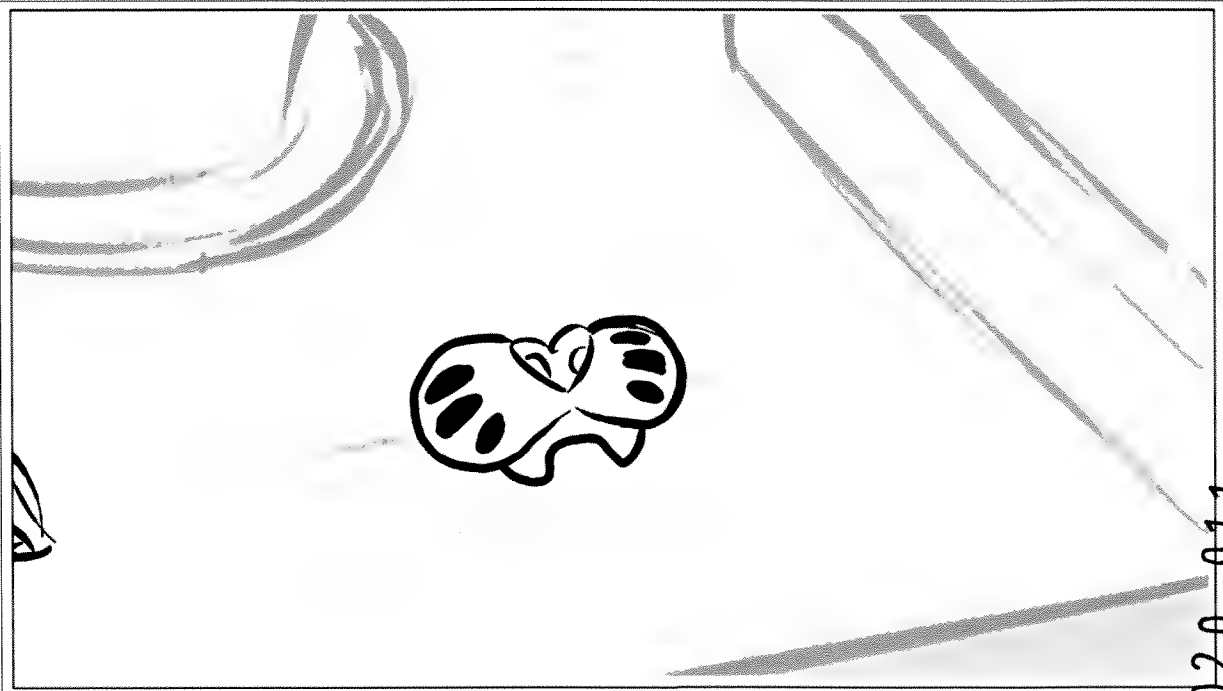
Action Notes

Steven's head goes up, hand goes down.

Slugging

0.12

Scene	Panel
64	1



Slugging

0.07

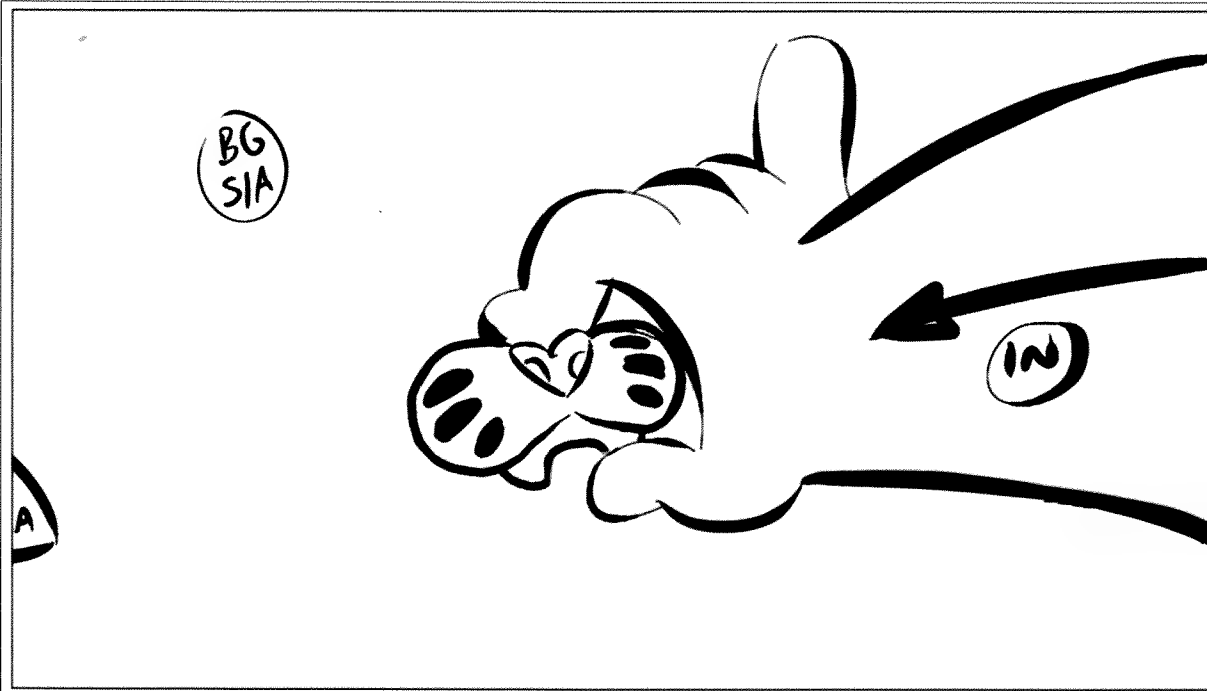
JUL 09 2013

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1020-011

1020-011

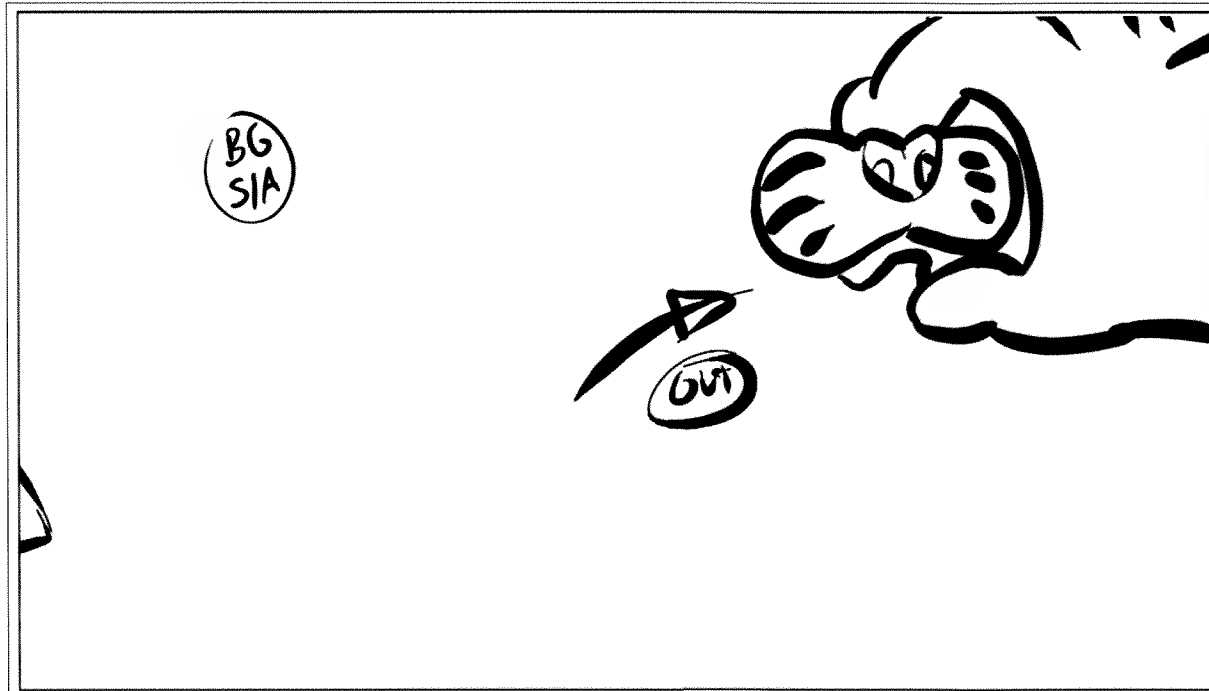
Scene	Panel
64	CONT 2



Action Notes
Steven hand IN.

Slugging
0.06

Scene	Panel
64	CONT 3



Action Notes
Steven's hand pulls OUT of screen.

Slugging
0.10

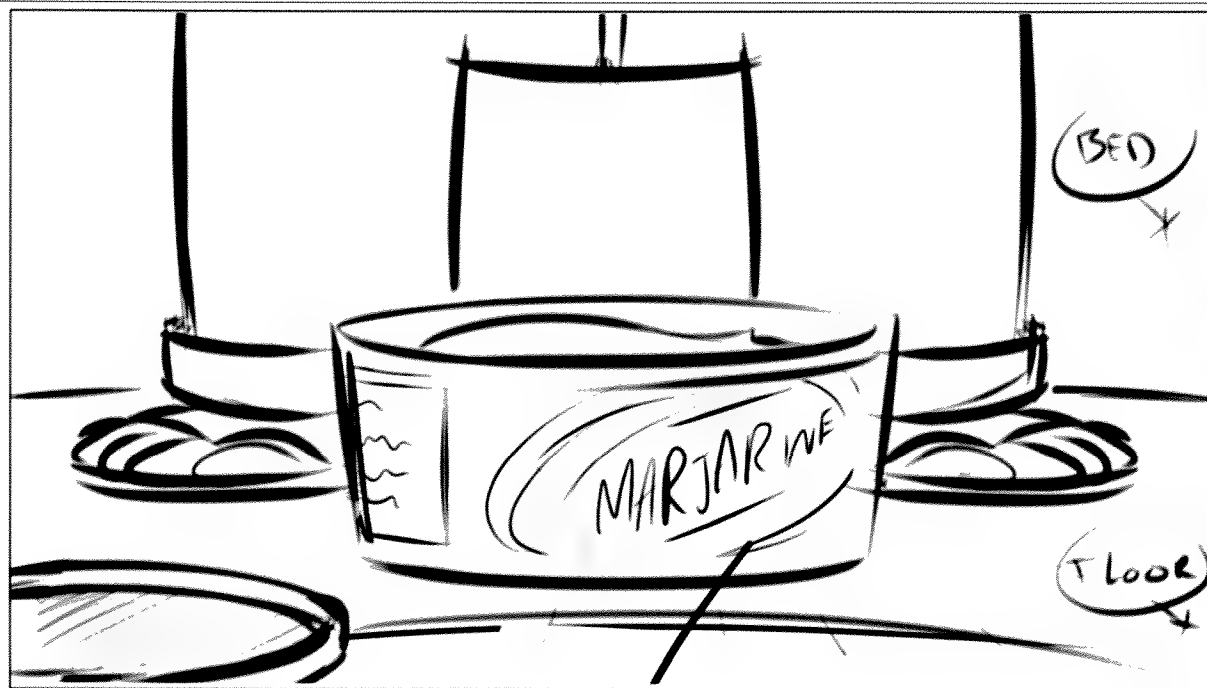
JUL 09 2013

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1020.011

1020.011

Scene	Panel
65	1



Action Notes

Steven stands over bucket of marjorine.

Slugging

0.10

Scene	Panel
65	2

CONT



Action Notes

Scoops out a handful.

Slugging

0.11

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1020.011

Scene	Panel
66	1



Action Notes

Steven smooths his hair down.

Slugging

0.05

Scene	Panel
66	2



Action Notes

Leaving it sleek, flat and shiny.

Slugging

0.07

JUL 09 2013

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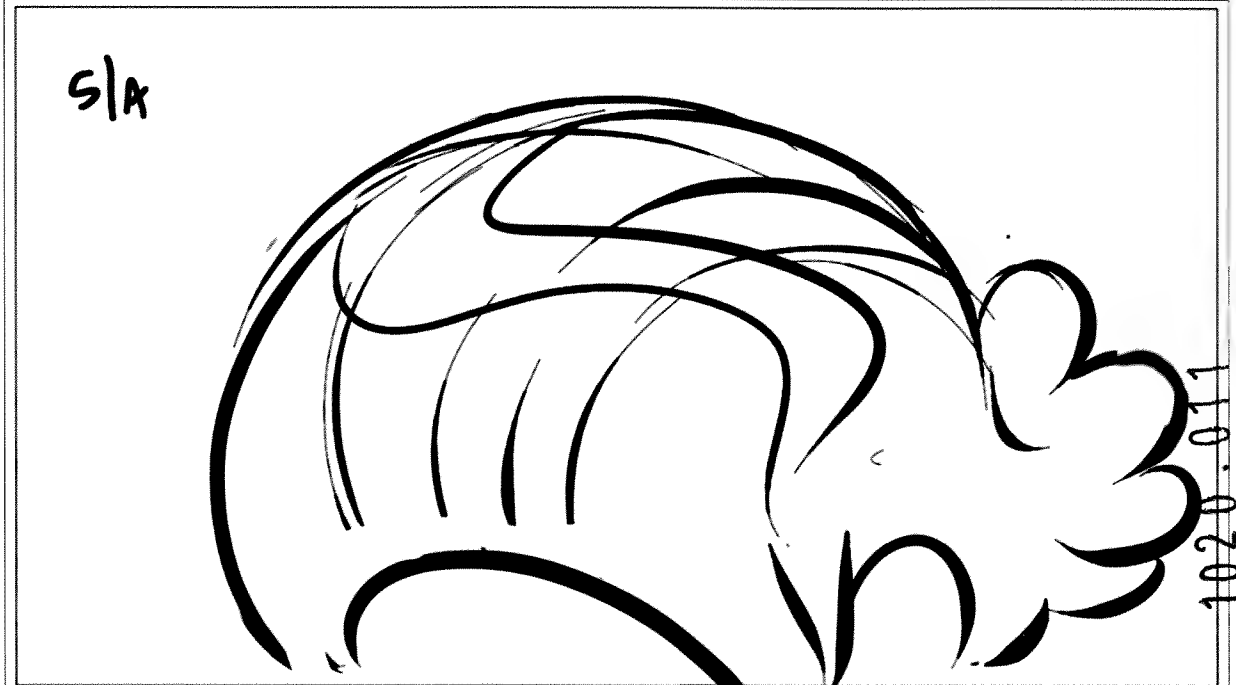
Scene	Panel	
66	CONT	3



Action Notes
Steven hands OUT.

Slugging
0.04

Scene	Panel	
66	CONT	4



Action Notes
Sparkles, "Classy"

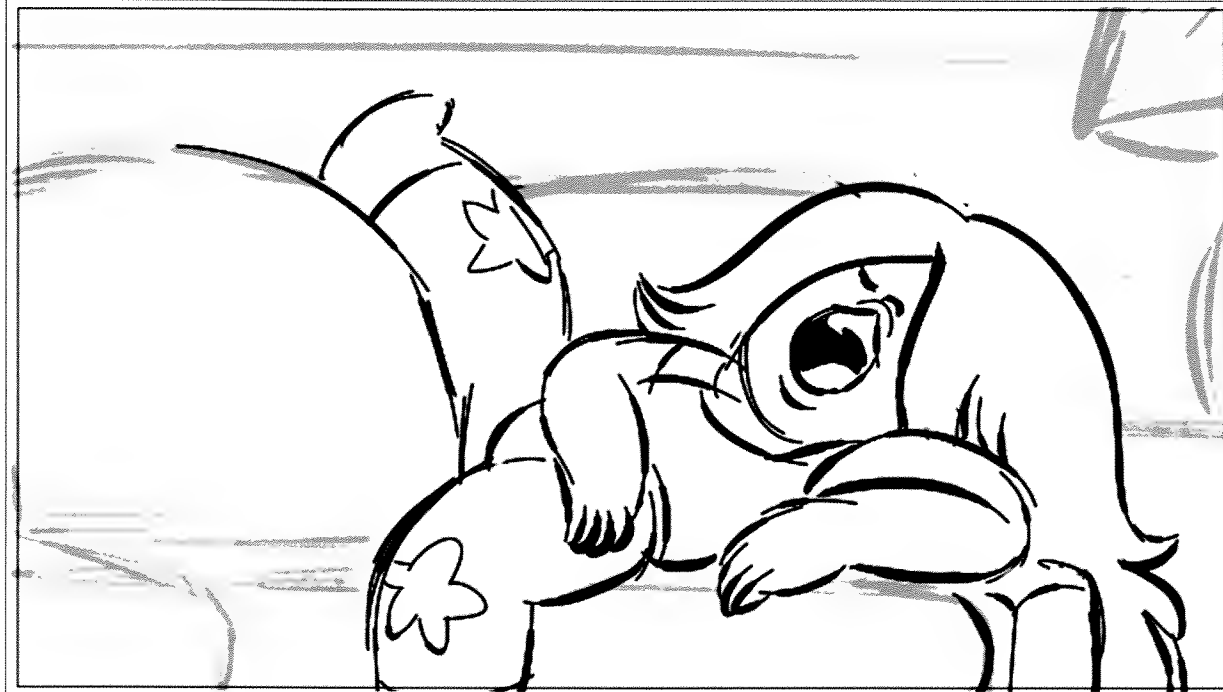
Slugging
1.01

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1020.011

Scene	Panel
67	1

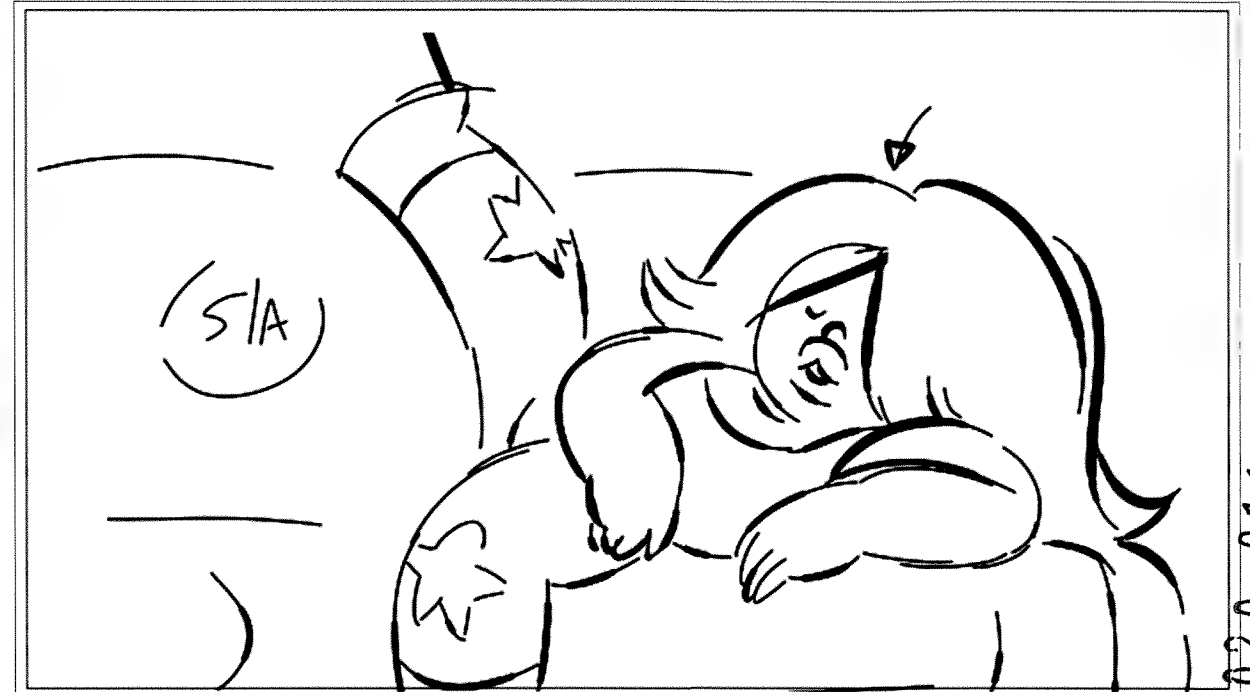


Dialog
AMETHYST: <SNORING>

Action Notes
Cycle poses 1 - 1A - 1 - 1A

Slugging
2.08

Scene	Panel
67	2



Slugging
0.03

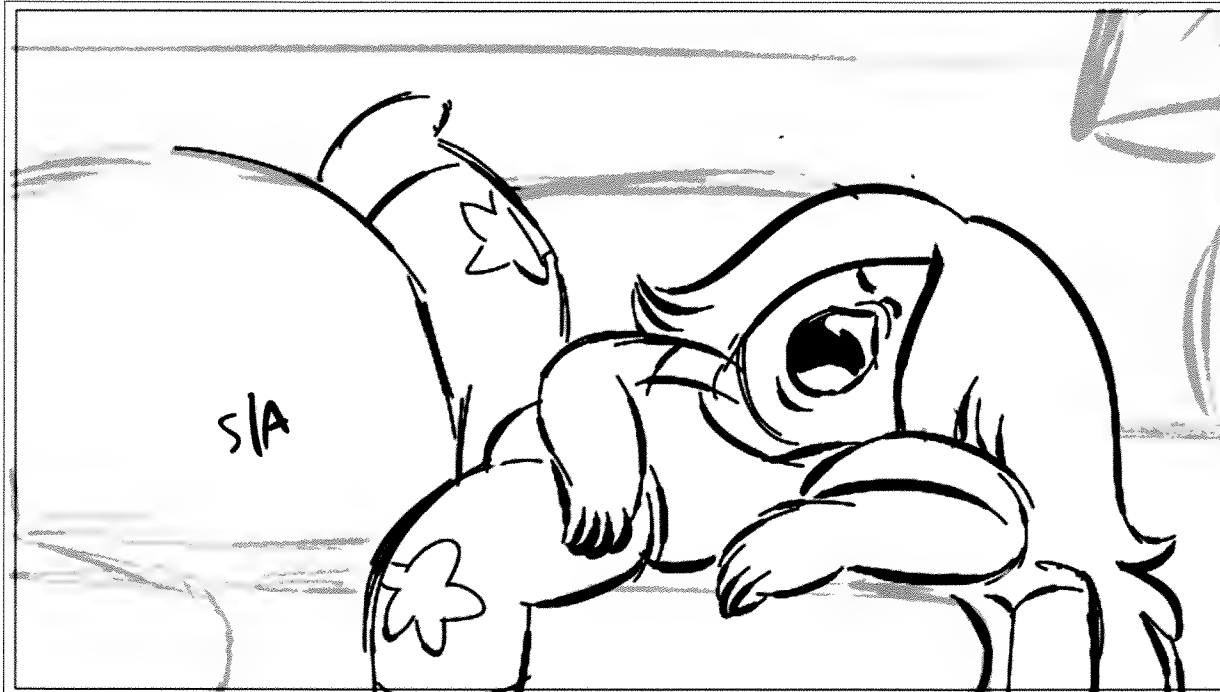
JUL 09 2013

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1020.011

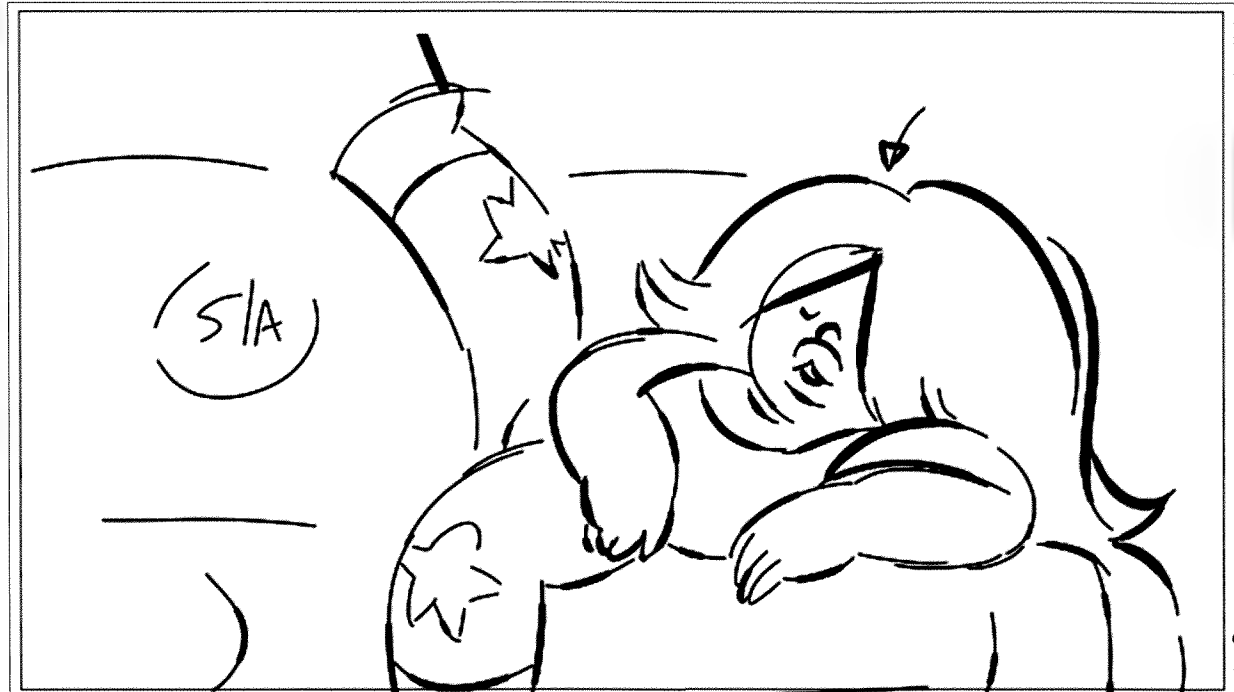
1020.011

Scene Panel
67 *CONT* 3



Slugging
0.04

Scene Panel
67 *CONT* 4



Slugging
0.06

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1020.011

1020.011

1020.011

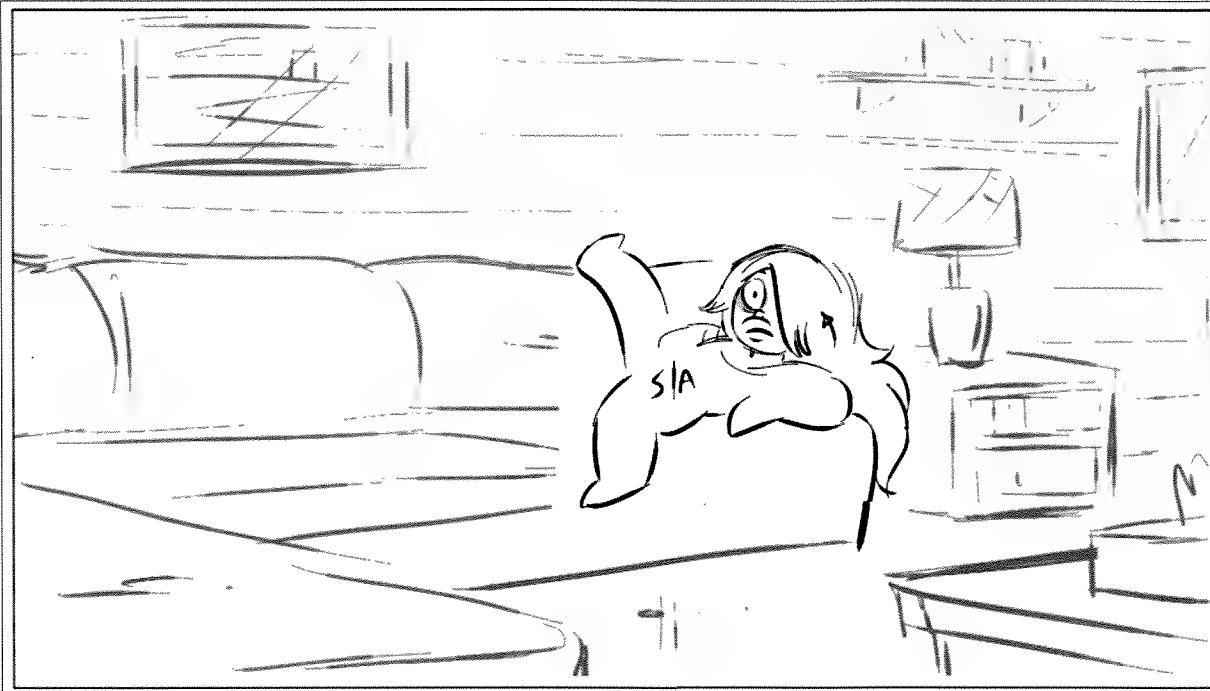
Scene	Panel
67	CONT 5



Dialog
STEVEN (os): ARE YOU READY?!

Slugging
2.05

Scene	Panel
68	1



Slugging
Panels 1 + 2 = 0.07

Notes
(MADE) H.U. Amethyst to previous scene.

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1020.011

1020.011

1020.011

Scene Panel
68 **CONT** 2



Scene Panel
68 **CONT** 3



Dialog

STEVEN: PRESENTING!

Slugging

0.11

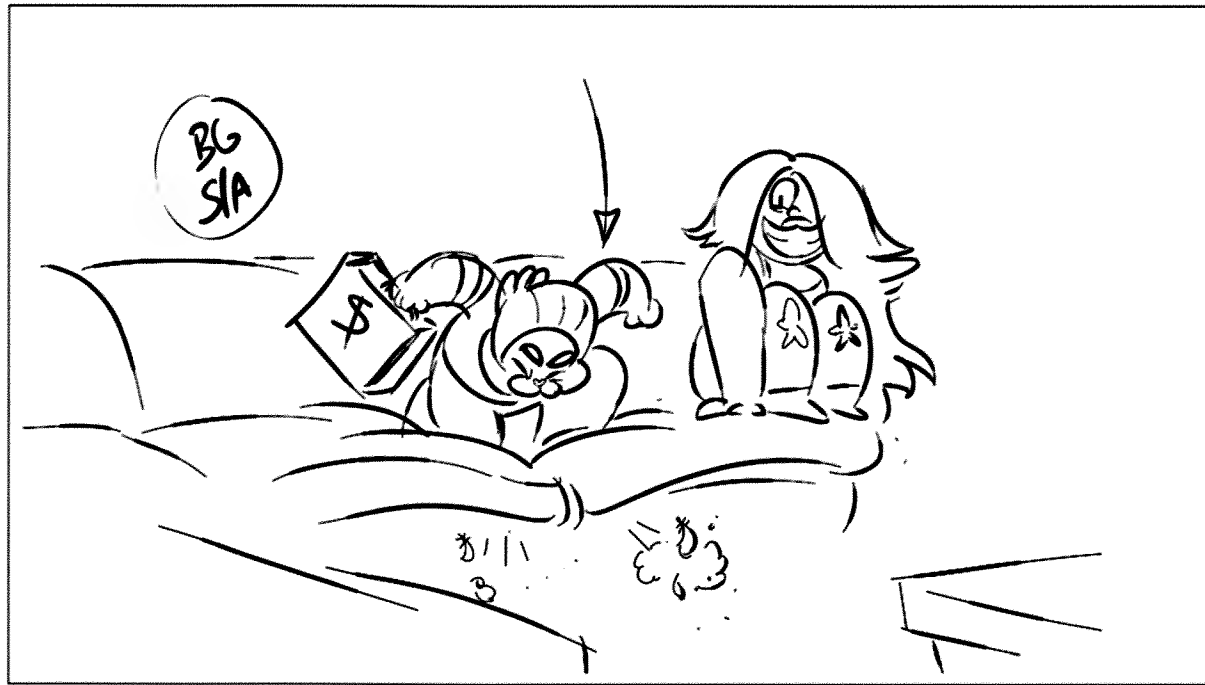
JUL 0 9 2013

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1020-011

1020-011

Scene	Panel	
	68	CONT
		4

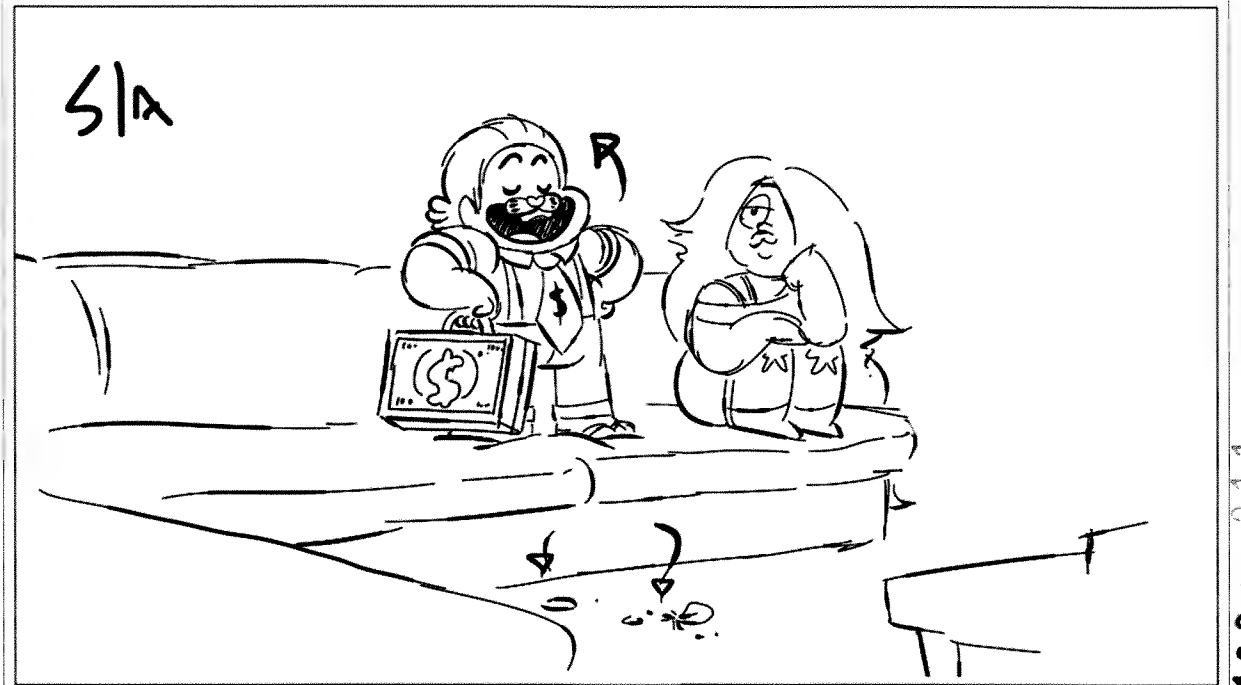
**Action Notes**

Steven lands on cushion. Feathers fly out of cushion.

Slugging

1.07

Scene	Panel	
	68	CONT
		5

**Dialog**

STEVEN: TIGER MILLIONAIRE...

Action Notes

Feathers land on floor.

Slugging

2.13

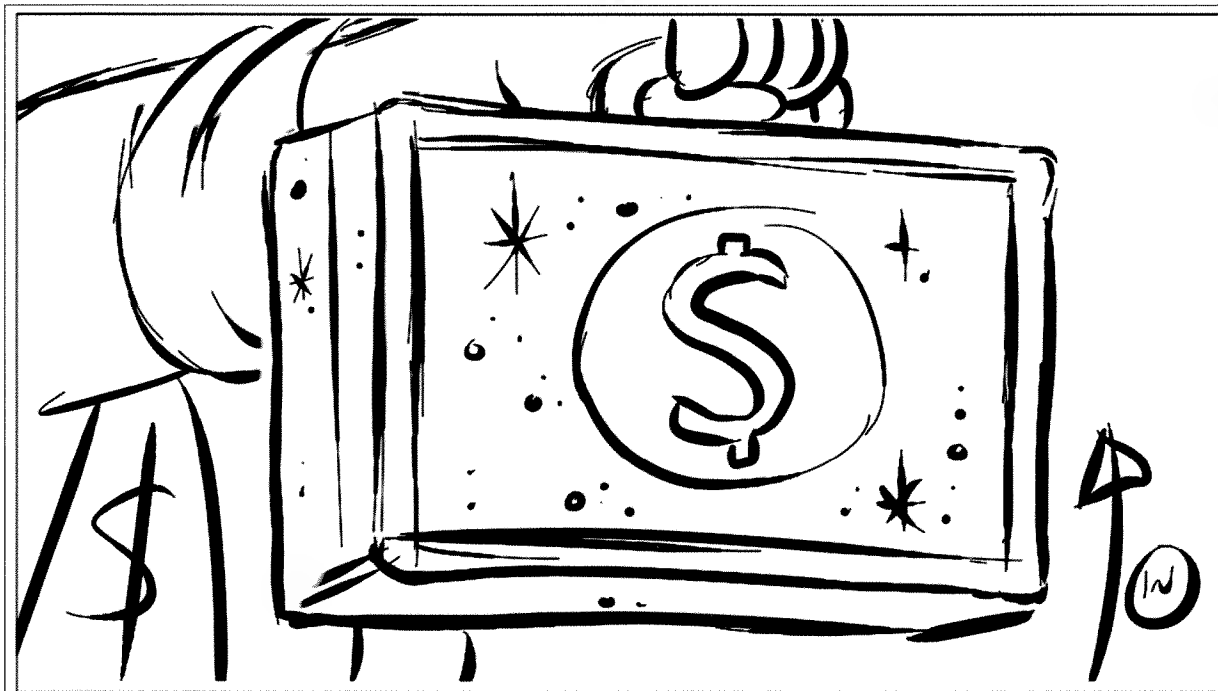
JUL 09 2013

1020.011

1020.011

1020.011

Scene	Panel
69	1

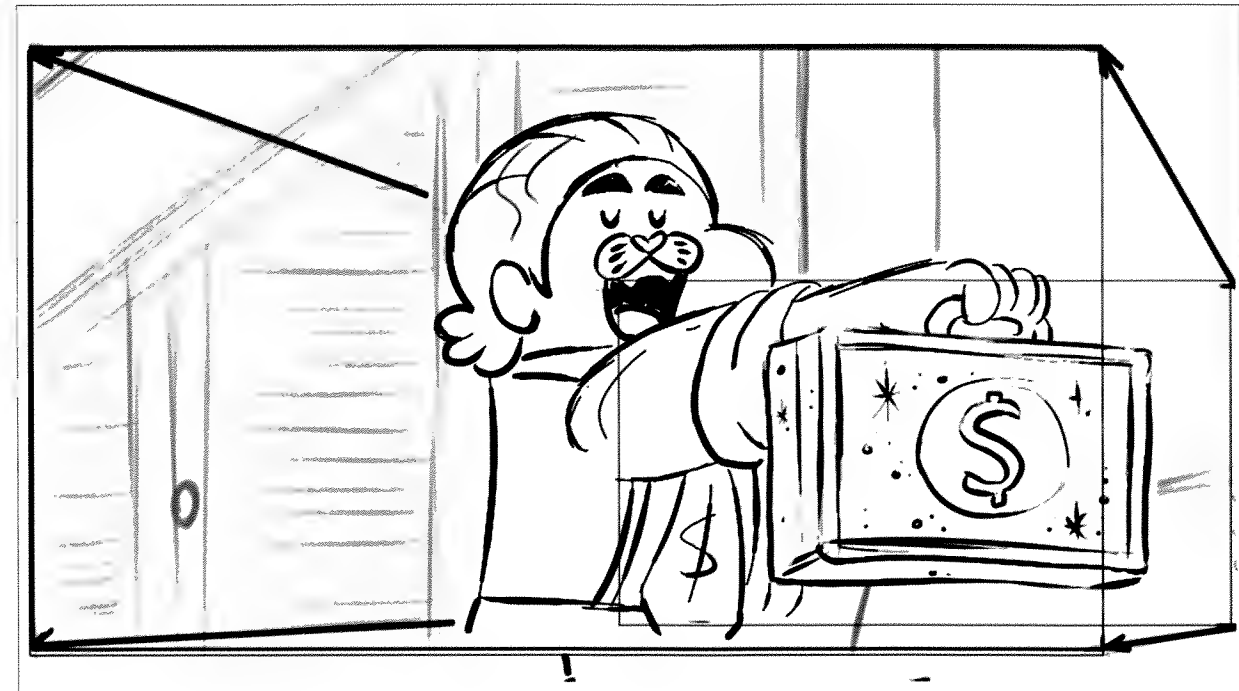


Dialog
STEVEN: RICH...

Action Notes
Money briefcase IN.

Slugging
0.10

Scene	Panel
69	CONT 2



Dialog
STEVEN: ...FELINE INDUSTRIALIST...

Action Notes
Camera pulls out.

Slugging
ADJ: 0.15
Then HOLD: 0.10

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1020.011

1020.011

1020.011

Scene	Panel	
69	CONT	3



Dialog
STEVEN: ...FROM JUNGLE ISLAND!

Slugging
2.02

Scene	Panel	
69	CONT	4



Dialog
STEVEN: ONCE ...

Slugging
0.11

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1020.011

1020.011

1020.011

Scene

Panel

69 *CONT*

5



Dialog

STEVEN: ...THE SINGLE ...

Slugging

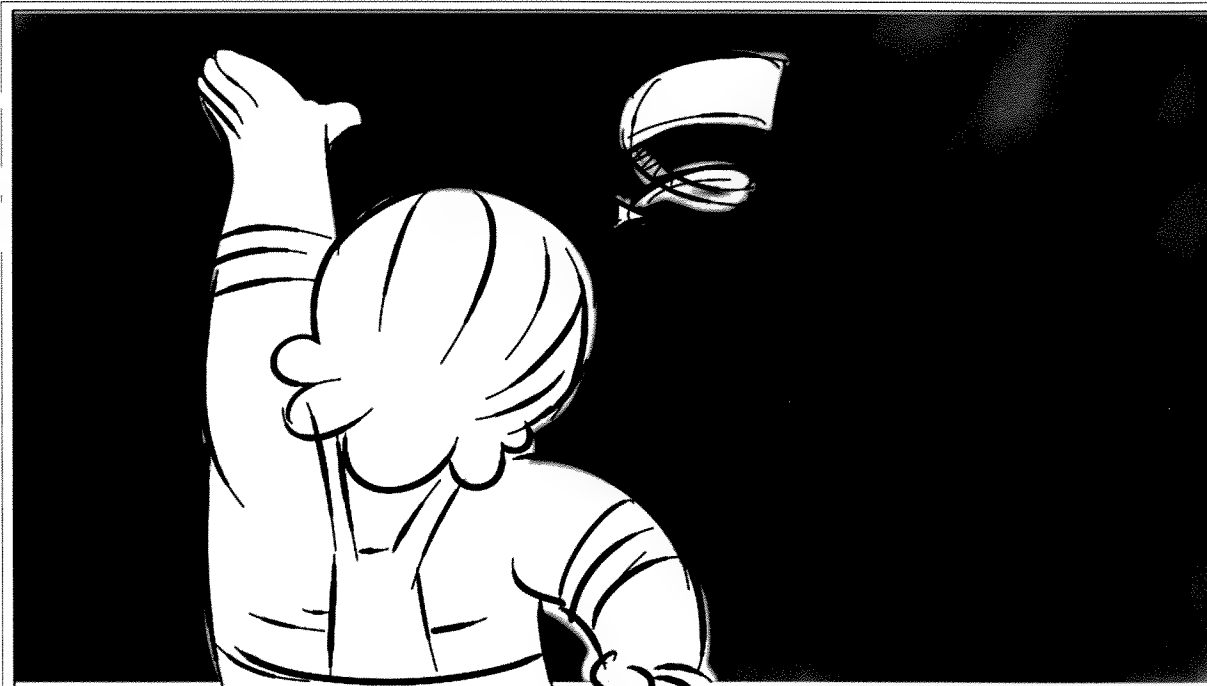
0.05

Scene

Panel

69 *CONT*

6



Dialog

STEVEN: ...CHILD...

Action Notes

Steven turns away from camera.

Slugging

0.05

JUL 09 2013

1020.011

1020.011

1020.011

Scene Panel
69 *CONT* 7

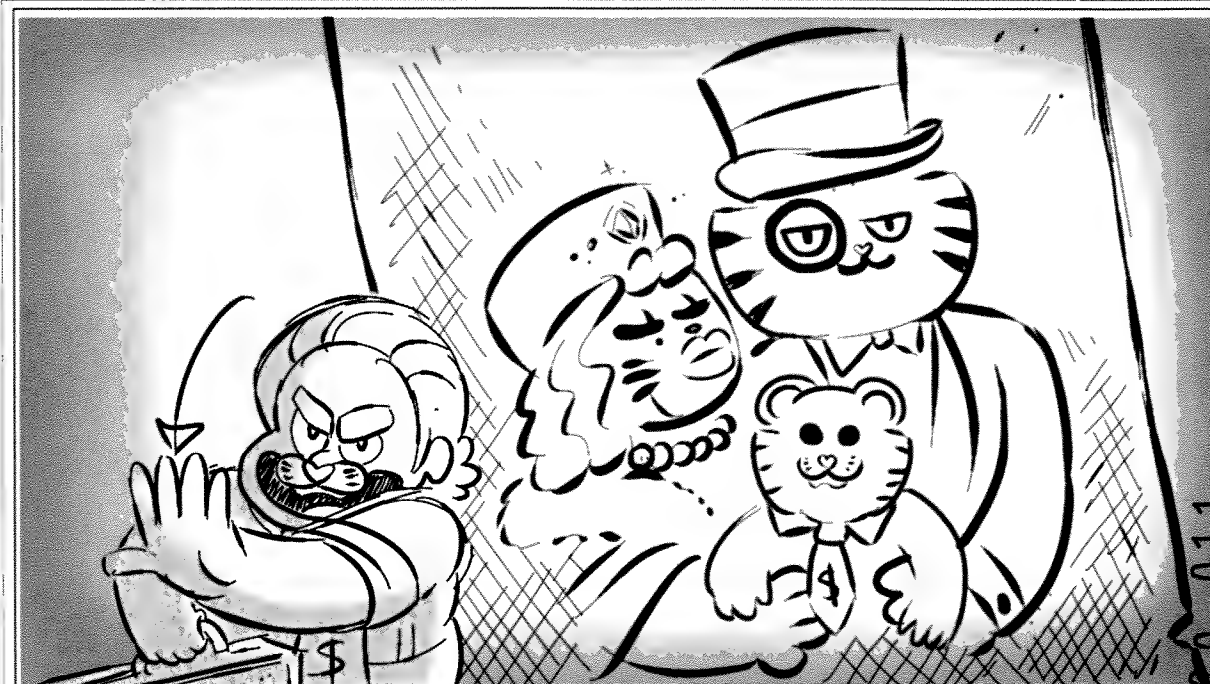


Dialog
STEVEN: ...OF ...

Action Notes
A photo tilts up behind him as if cast by a projector.

Slugging
0.13

Scene Panel
69 *CONT* 8



Dialog
STEVEN: ...THE WEALTHY ...

Slugging
0.11

JUL 09 2013

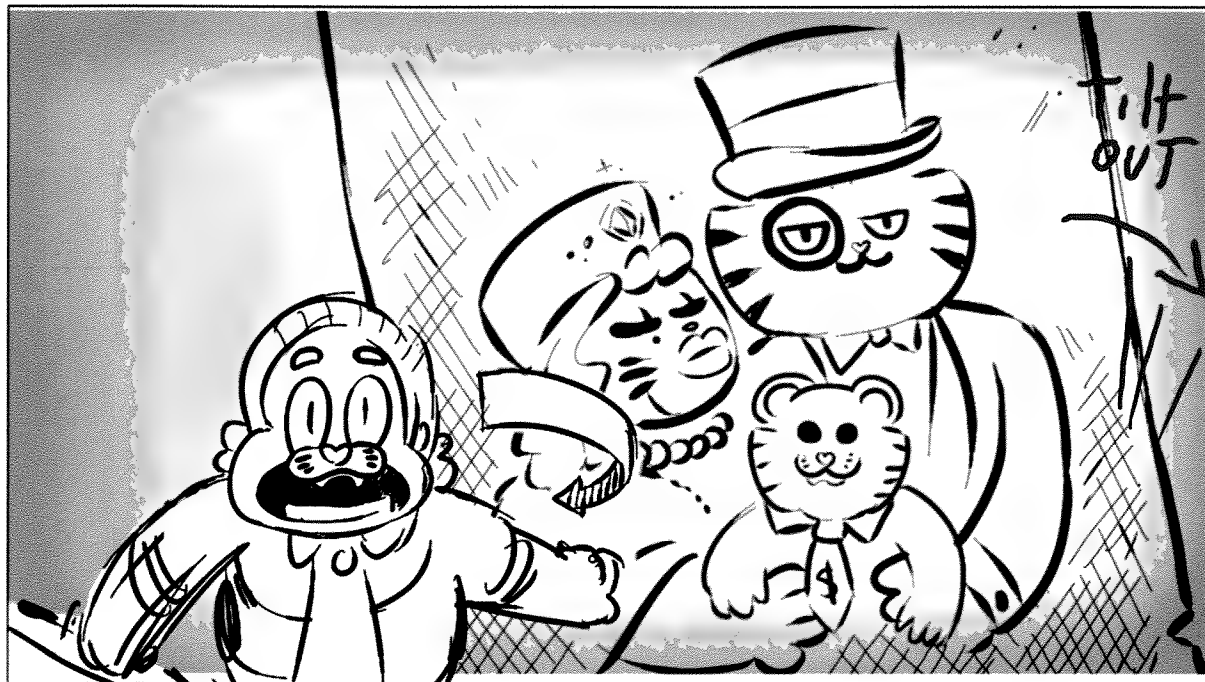
1020-011

1020-011

1020-011

Scene	Panel
69	<i>cont</i>

9



Dialog

STEVEN: ...TIGER FAMILY...

Slugging

1.06

Scene	Panel
69	<i>cont</i>

10



Dialog

STEVEN: HE CLAWED OUT...

Action Notes

BG to black / Steven slides RT

Slugging

1.04

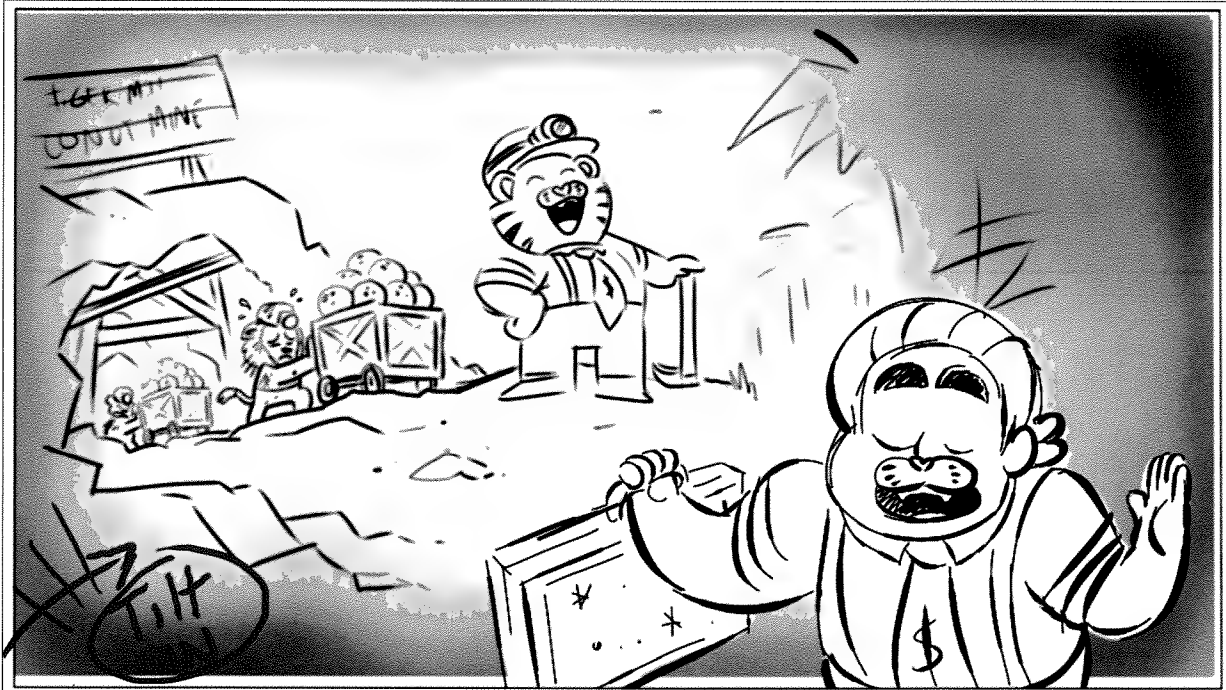
JUL 09 2013

1020.011

1020.011

1020.011

Scene Panel
69 *CONT* 11

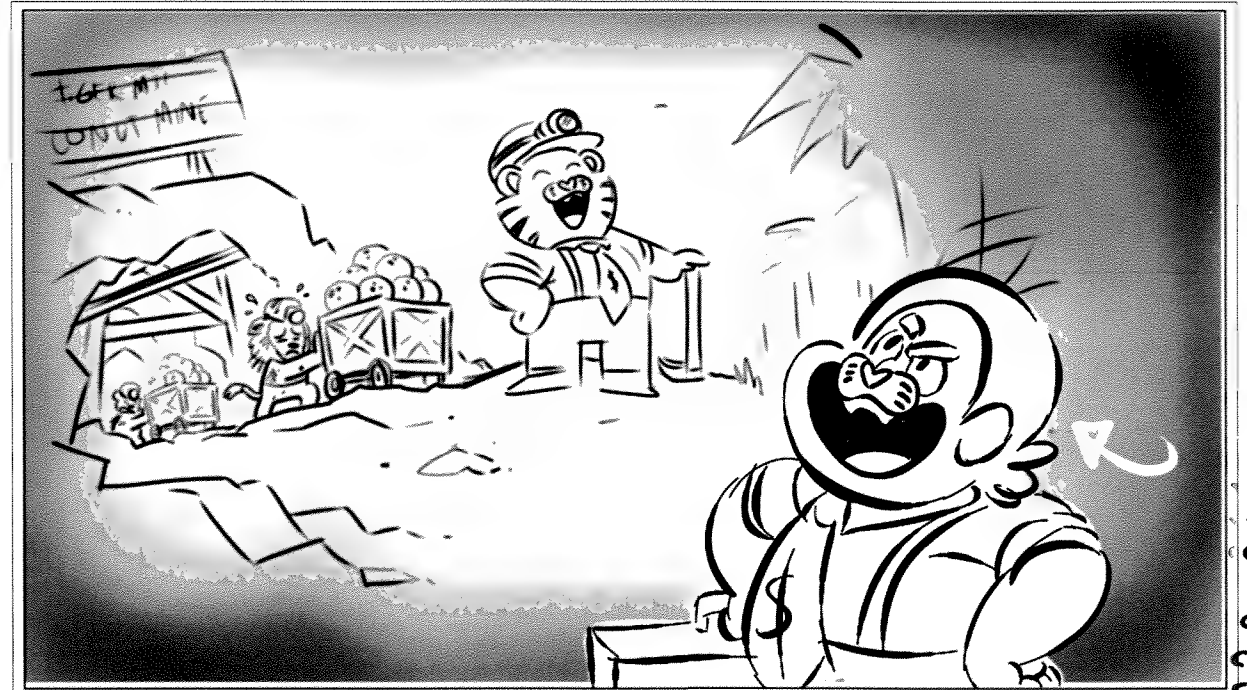


Dialog
STEVEN: ...HIS OWN DESTINY...

Action Notes
Another photo comes on behind Steven.

Slugging
1.06

Scene Panel
69 *CONT* 12



Dialog
STEVEN: ...MAKING MONEY IN THE COCONUT MINES.

Slugging
4.01

JUL 09 2013

1020.011

1020.011

1020.011

Scene	Panel	
	69	13

CONT

BG REFERENCE ONLY, REFER TO FINAL BOARD FOR ACTION

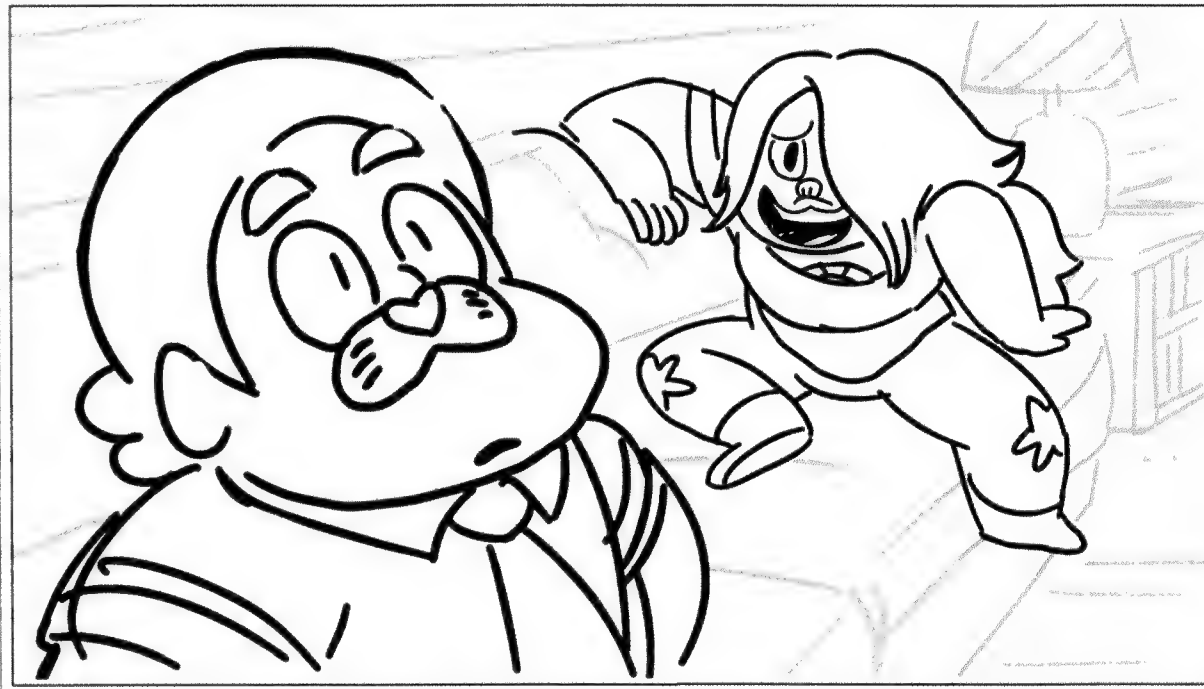


Dialog
AMETHYST (os): WOW!

Action Notes
BG photo poofs away to reveal normal BG as Steven is pulled from his thoughts.

Slugging
1.03

Scene	Panel	
	70	1



Dialog
AMETHYST: YOU JUST COME UP WITH ALL THAT?

Slugging
2.05

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1020.011

1020.011

1020.011

Scene	Panel
70	CONT 2

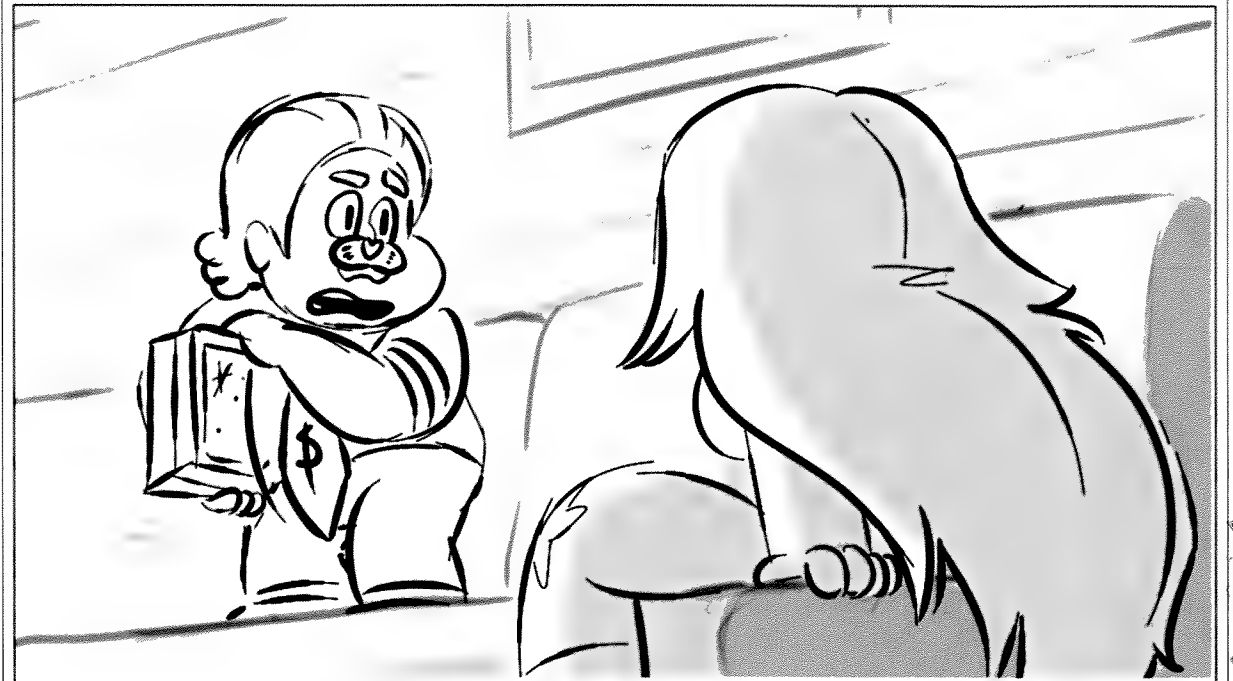


Dialog
STEVEN: WELL... YEAH!

Slugging
1.14



Scene	Panel
71	1



Dialog
STEVEN: WHAT'S YOUR...

Slugging
0.15

Notes
H.U. Stevens hand on case to previous scene. Put hand on case in scene 69 or start hand down in scene 70.

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1020.011

1020.011

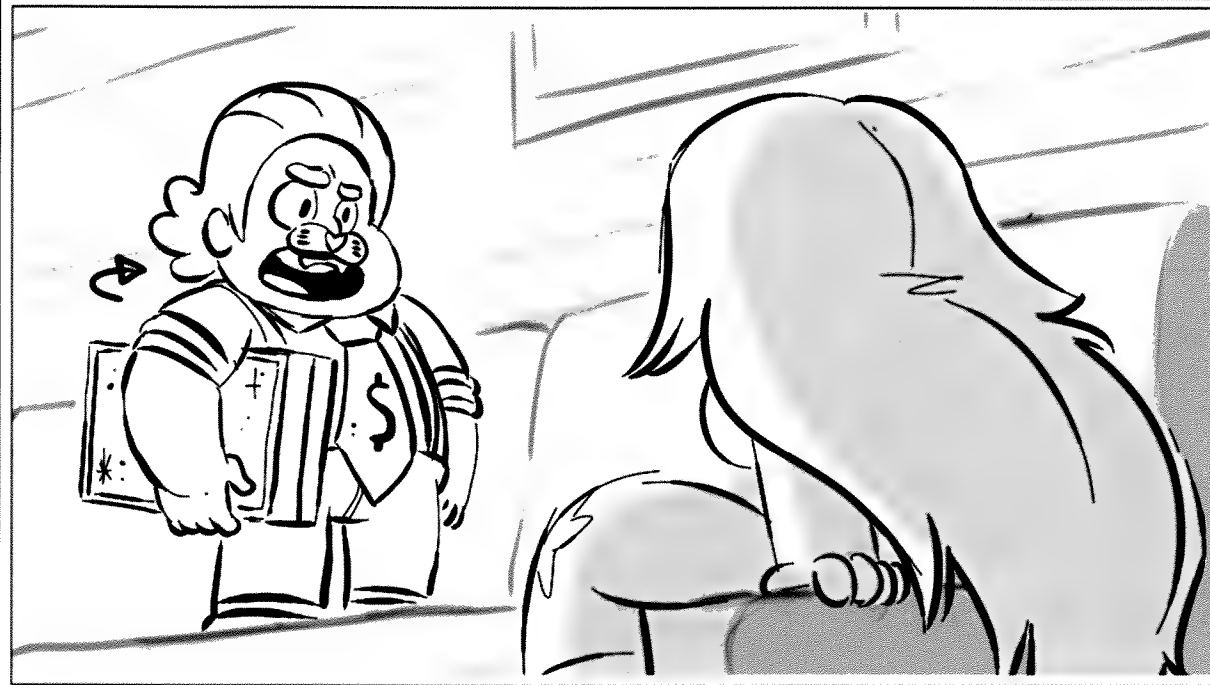
1020.011

Scene

Panel

71 *CONT*

2



Dialog

STEVEN: ...BACK STORY?

Slugging

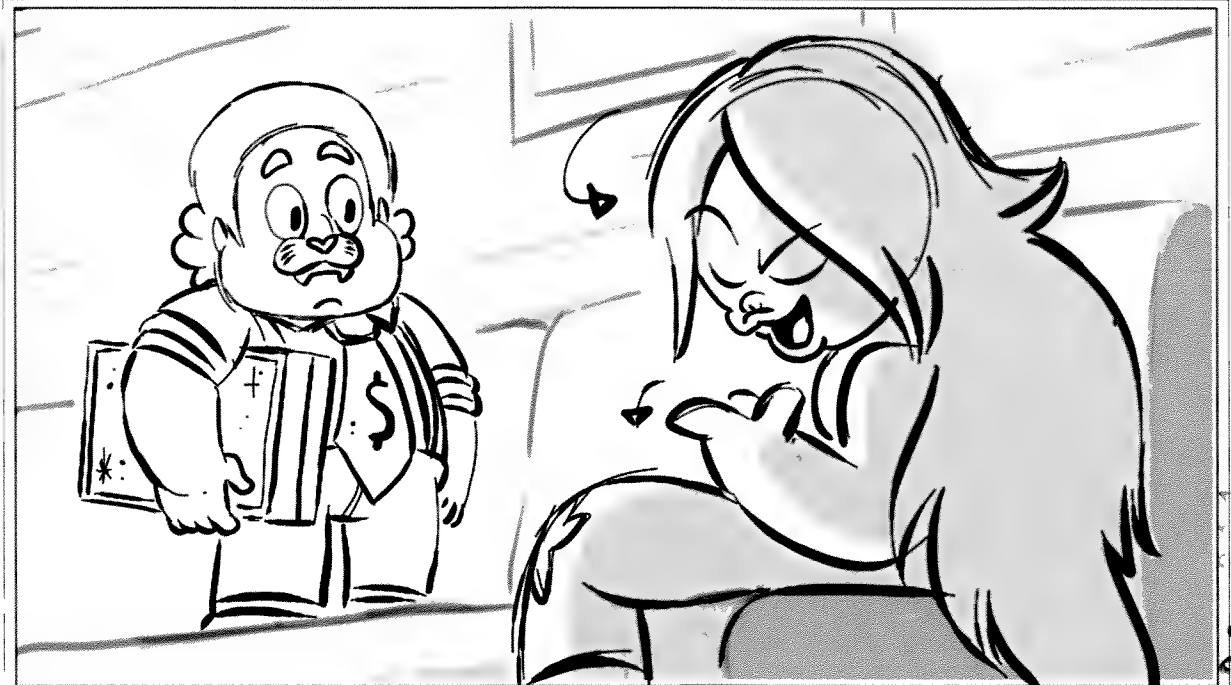
1.04

Scene

Panel

71 *CONT*

3



Dialog

AMETHYST: PUMAS ARE COOL!

Action Notes

AMETHYST snaps her fingers

Slugging

2.06

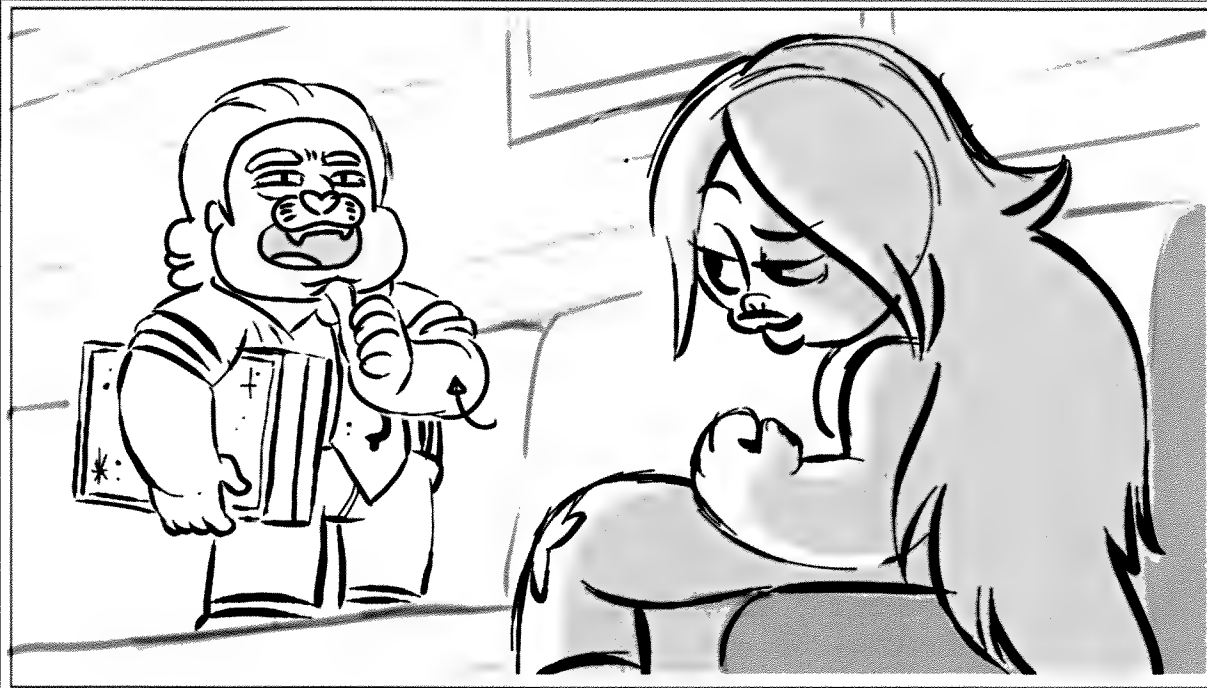
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1020.011

Scene Panel
71 *CONT* 4



Dialog
STEVEN: EHHH...

Slugging
1.12

Scene Panel
71 *CONT* 5



Dialog
STEVEN: WE'LL WORKSHOP THAT LATER.

Slugging
0.14

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Scene	Panel	
	71	6

cont



Scene	Panel	
	71	7

cont



Slugging

Panels 6 + 7 x 2.5 = 0.12

Total cycle frames: 1.12

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1020.011

Scene	Panel
72	1



Dialog

MR. SMILEY (os): TWO LOCAL HEROES IN THE RING TONIGHT...!

Slugging

3.04

Scene	Panel
73	1



Dialog

MR. SMILEY: THEY BUILD HOSPITALS FOR THE SICK

Slugging

Panels 1 to 3 = 5.08

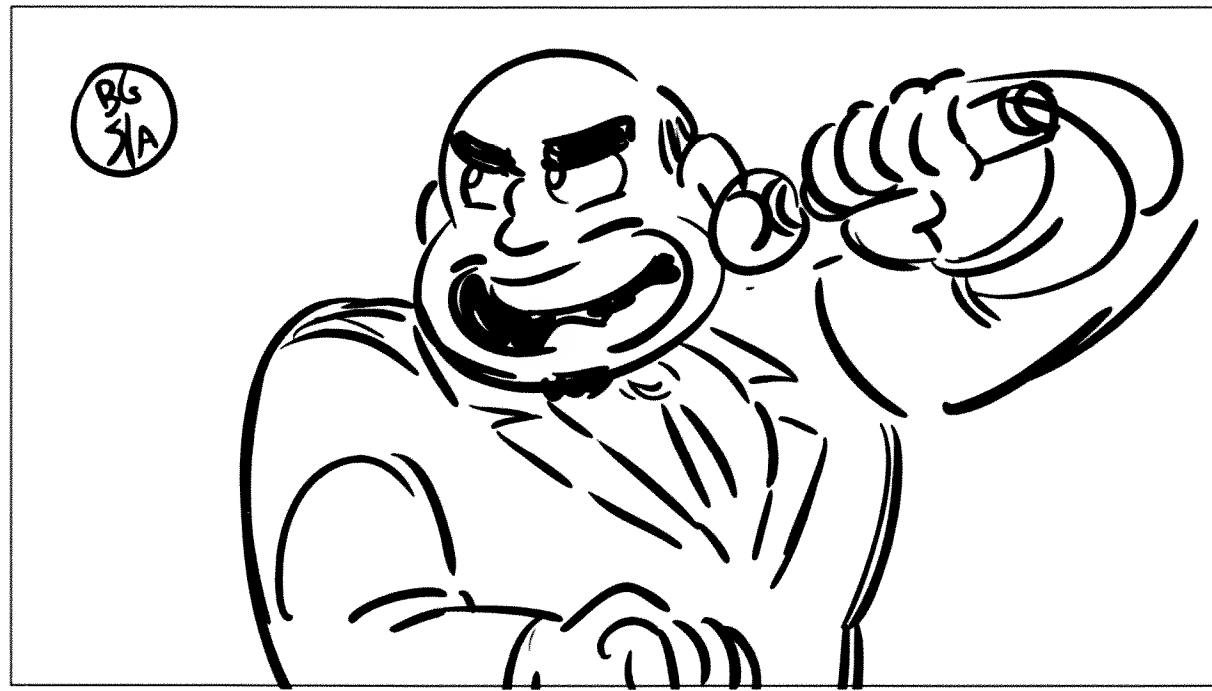
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1020.011

1020.011

1020.011

Scene Panel
73 *CONT* 2



Dialog
MR. SMILEY: AND THEY BUILD

Scene Panel
73 *CONT* 3



Dialog
MR. SMILEY: MUSCLES THAT LOOK SLICK!

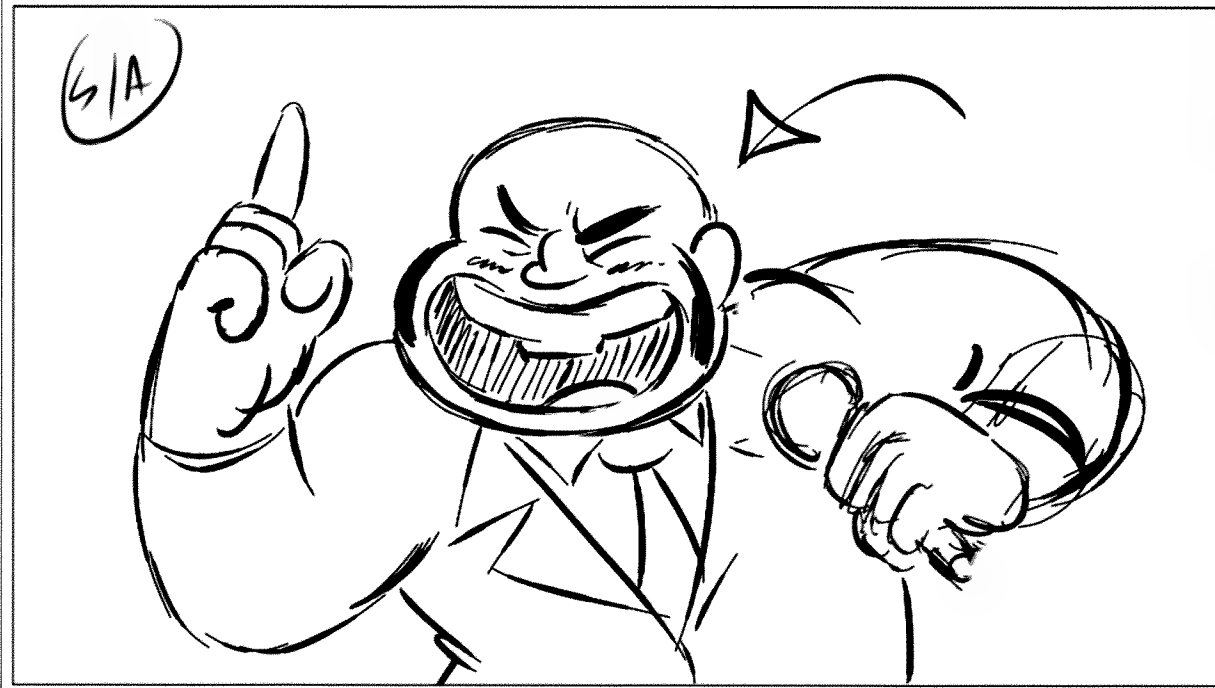
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1020.011

1020.011

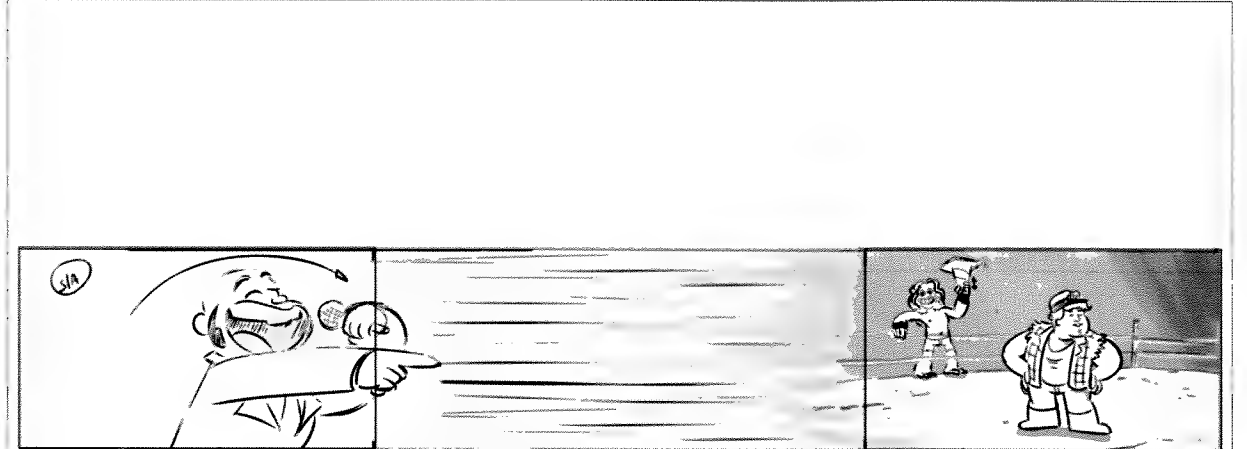
Scene	Panel
73	CONT



Dialog
MR. SMILEY: GIVE IT UP FOR...

Slugging
1.03

Scene	Panel
73	CONT



Dialog
MR. SMILEY:CONCRETE HEAT AND CHUNK TRUCK!

Action Notes
Camera zip pans right to concrete heat and chunk truck

Slugging
Panels 5 + 6 =
HOLD: 0.05
Then ADJ: 0.05
Then HOLD: 4.09

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1020.011

Scene	Panel	
	73	CONT
		6



Dialog
MR. SMILEY:CONCRETE HEAT AND CHUNK TRUCK!

Scene	Panel	
	73	CONT
		7



Dialog
CROWD: <CHEERS>

Slugging
2.04

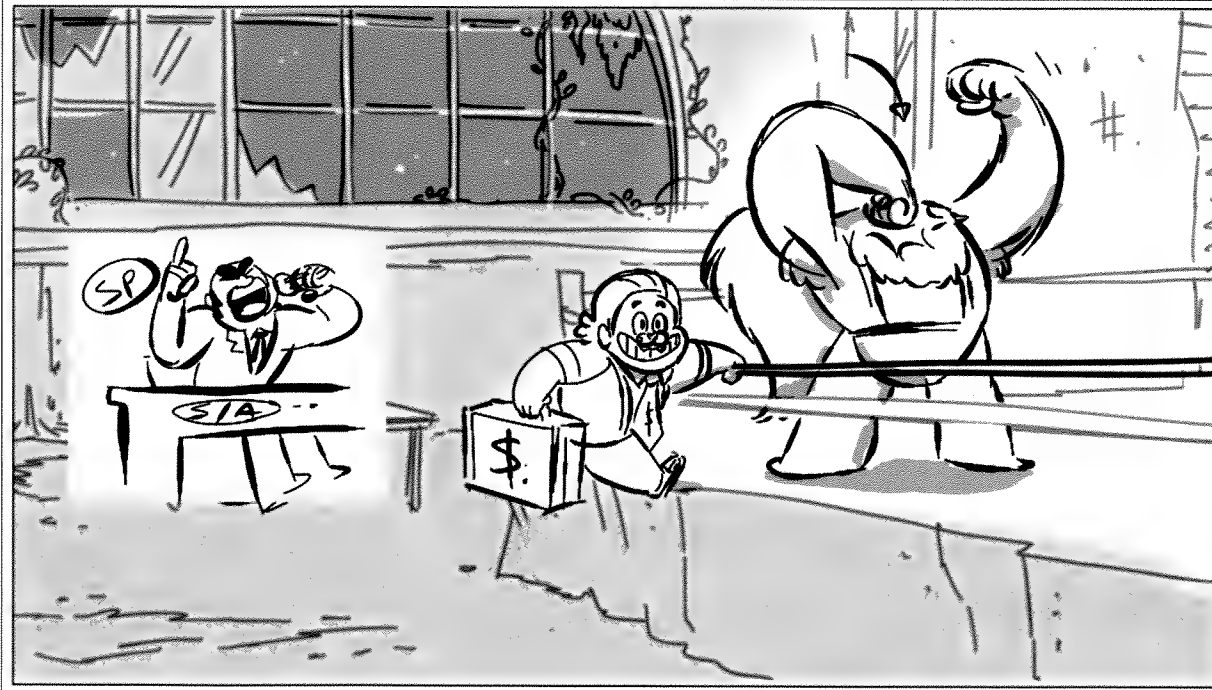
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1020.011

1020.011

Scene	Panel
74	1



Dialog
MR. SMILEY: FACING OFF AGAINST...

Action Notes
Amethyst hits chest repeatedly panel 1 + 2

Slugging
Panels 1 + 2 x 3 = 0.08
Total cycle frames: 1.08

Scene	Panel
74	2

CONT



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1020.011

Scene 74 **CONT** Panel 3



Dialog
MR. SMILEY: ...THE PURPLE PUMA.

Action Notes
Amethyst hits chest repeatedly panel 3 + 4

Slugging
Panels 3 + 4 x 3.5 = 0.07
Total cycle frames: 1.06

Scene 74 **CONT** Panel 4



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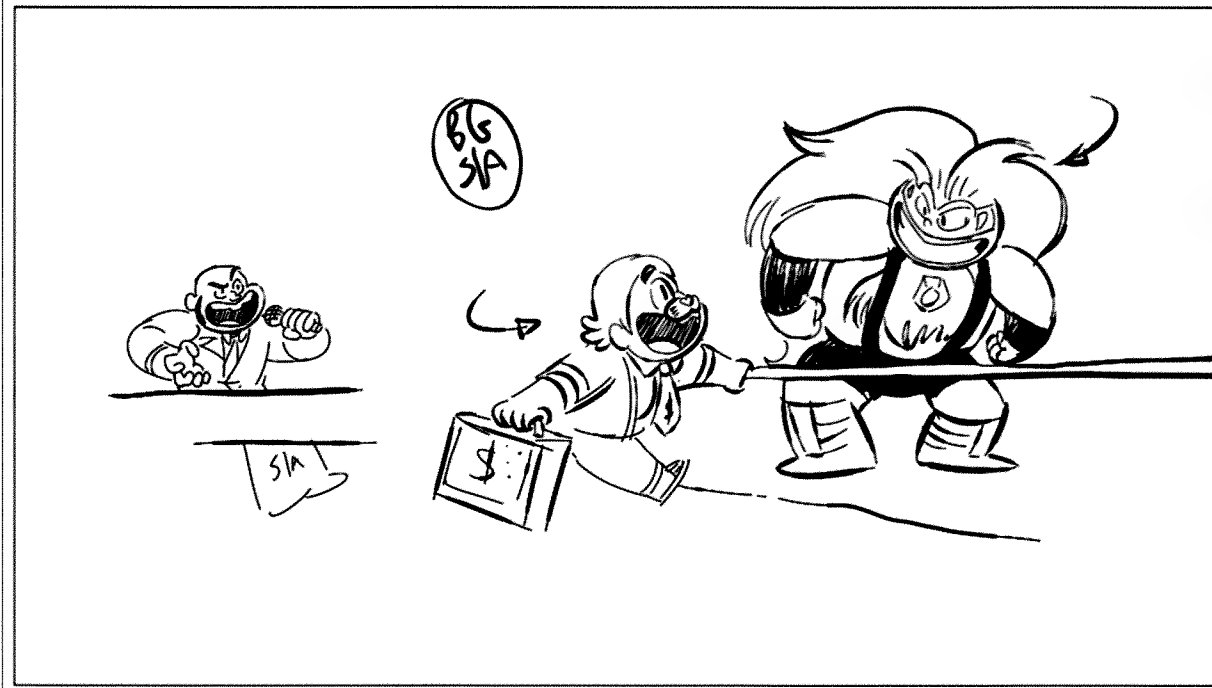
1020.011

Scene

Panel

74 *CONT*

5



Dialog

MR. SMILEY: AND OUR NEWEST...

Slugging

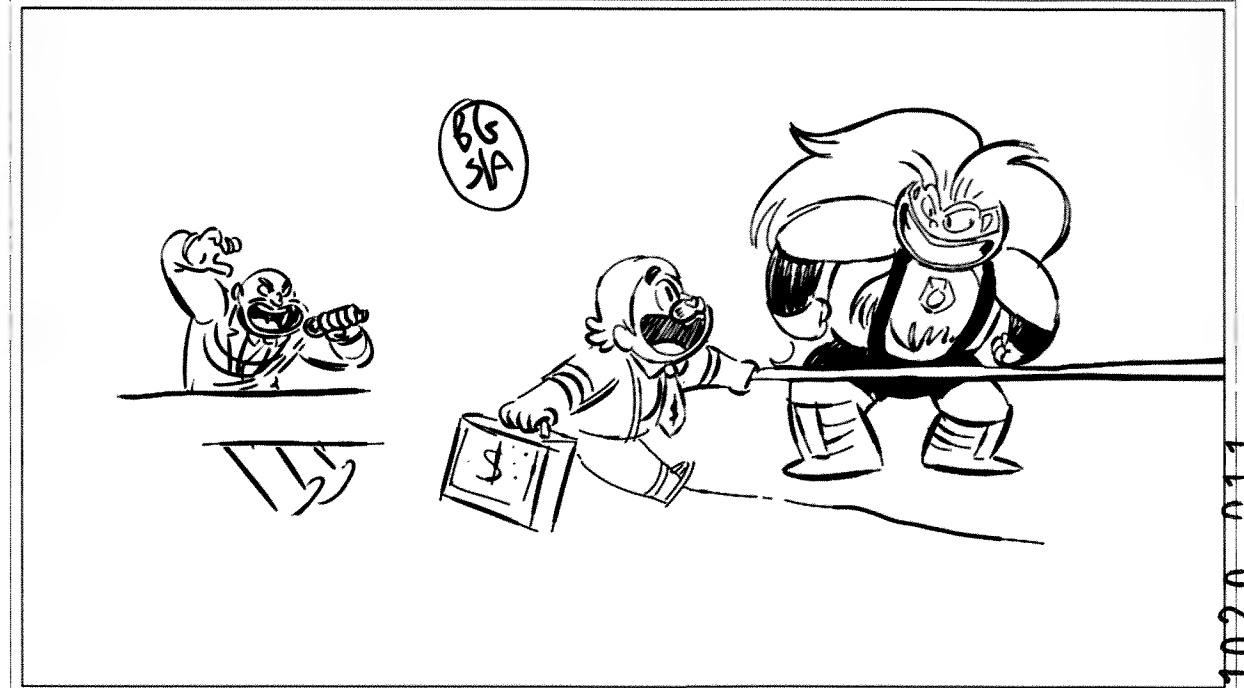
Panels 5 + 6 = 4.04

Scene

Panel

74 *CONT*

6



Dialog

MR. SMILEY: ...MEW-EST COMPETITOR...

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Scene	Panel
75	1



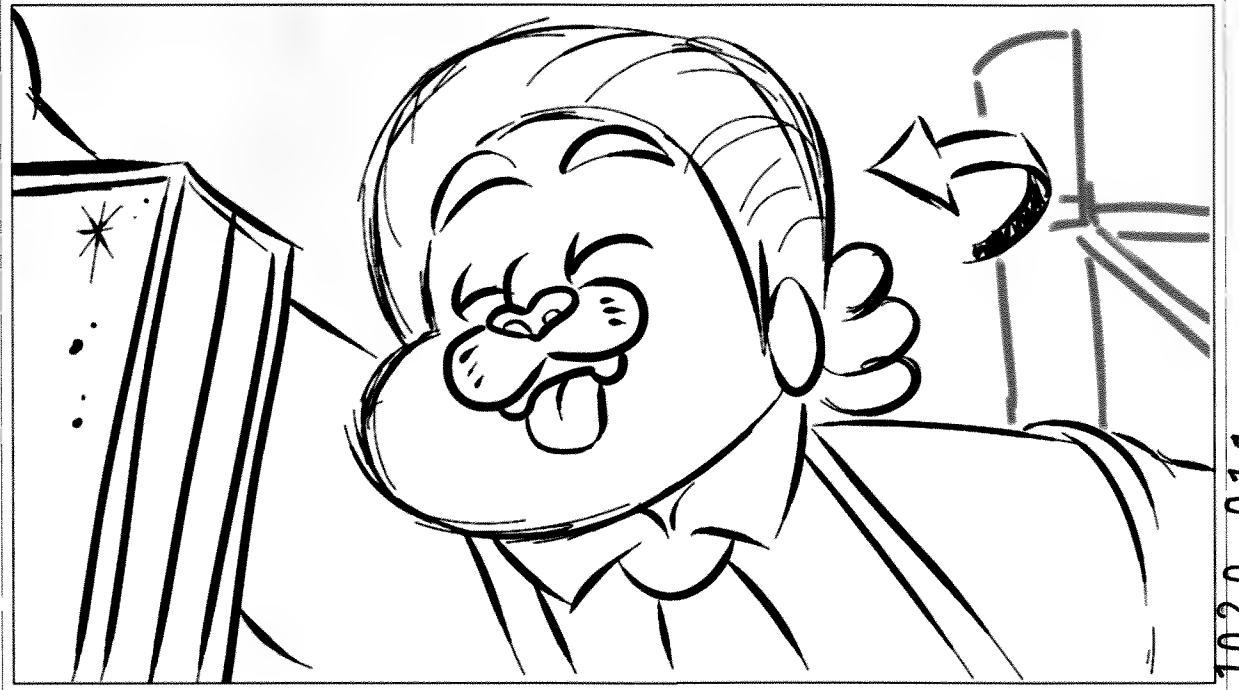
Dialog
MR. SMILEY (os): TIGERRRR MILLIONAIRRRRE!

CROWD: BOOOO!

Slugging
Panels 1 + 2 = 5.15

Notes
H.U. Steven to previous scene.

Scene	Panel
75	CONT 2



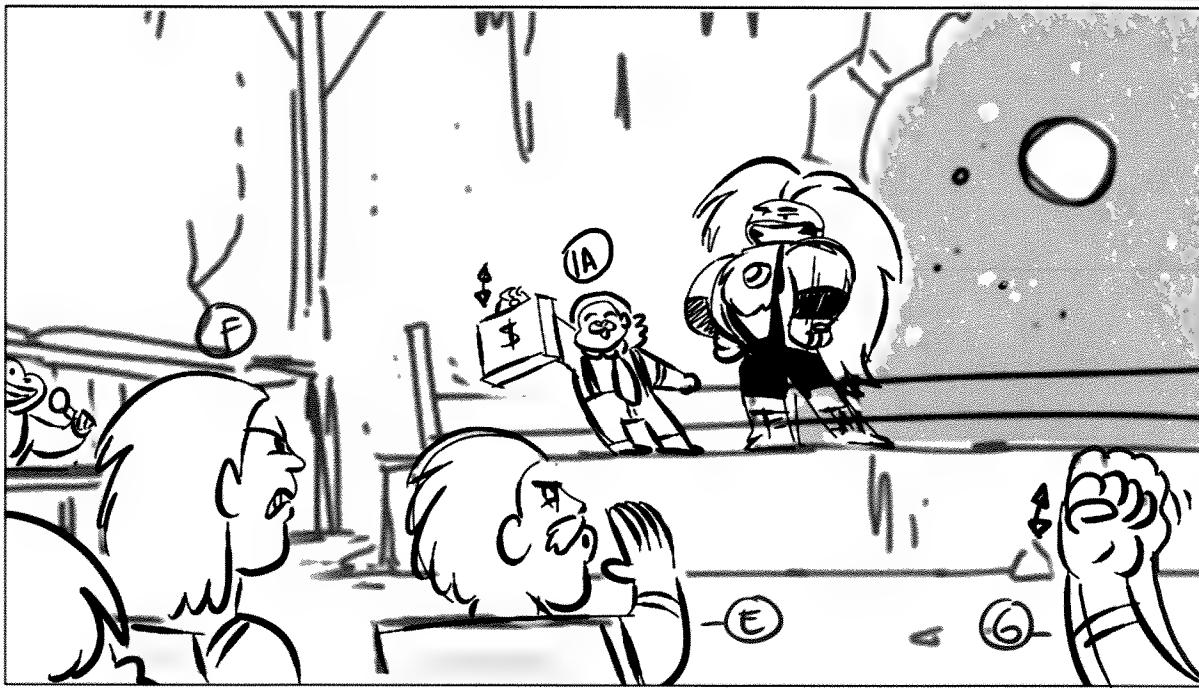
Dialog
MR. SMILEY (os): TIGERRRR MILLIONAIRRRRE!

CROWD: BOOOO!

Action Notes
Steven raises briefcase

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Scene	Panel
76	1



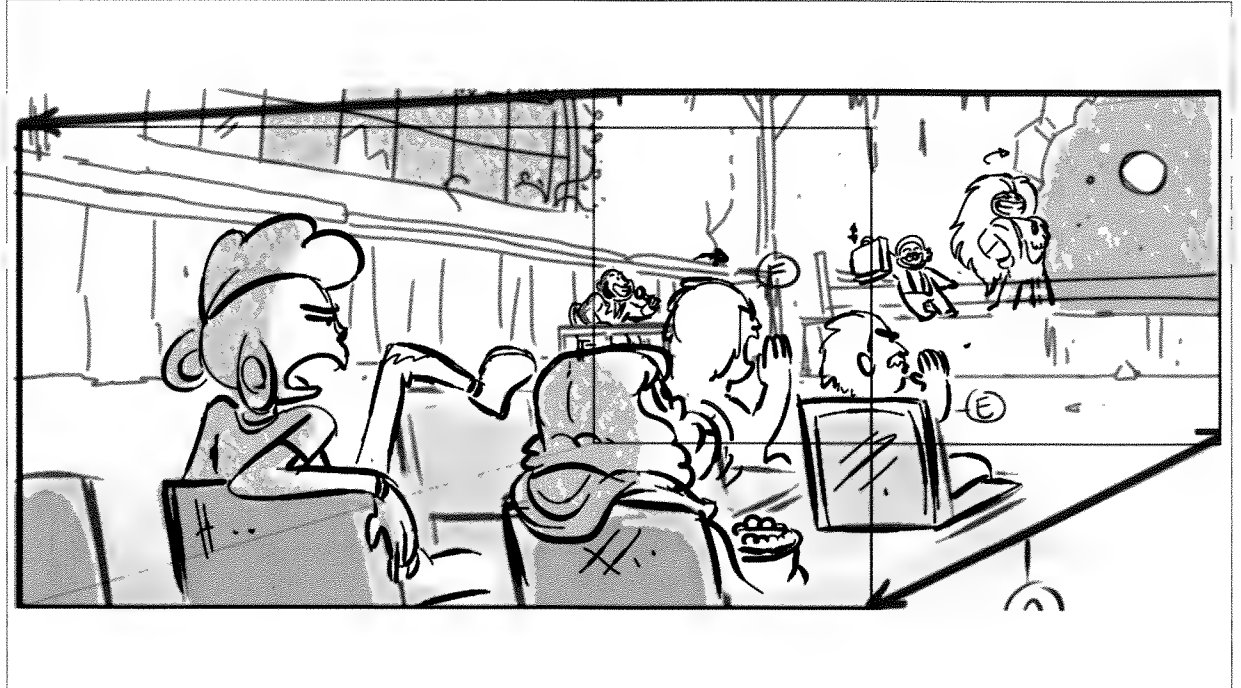
Dialog
CROWD: BOOOO!

Action Notes
Steven waves money briefcase up and down.

Slugging
1.00



Scene	Panel
76	CONT 2



Dialog
CROWD: BOOOO!

LARS: THAT LITTLE GUY'S GONNA GET CREAMED!

Action Notes
Pan and T.O. to reveal Lars and Sadie in the audience.

Slugging
HOLD: 0.06
Then ADJ: 0.13
Then HOLD: 2.06

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1020.011

Scene	Panel
77	1



Dialog

SADIE (*MOUTH FULL): FROM HERE HE KINDA LOOKS LIKE...

Action Notes

Sadie with mouth full of popcorn speaks dialogue.

Slugging

2.15

Notes

H.U. LARS to previous - he is looking forward, then he turns to SADIE

Scene	Panel
77	2



Dialog

SADIE (*MOUTH FULL): ...STEVEN...

Slugging

0.13

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1020.011

1020.011

Scene Panel
77 **CONT** 3



Dialog
LARS: PFT!

Slugging
1.00

Scene Panel
77 **CONT** 4



Dialog
LARS: YEAH RIGHT!

Slugging
1.07

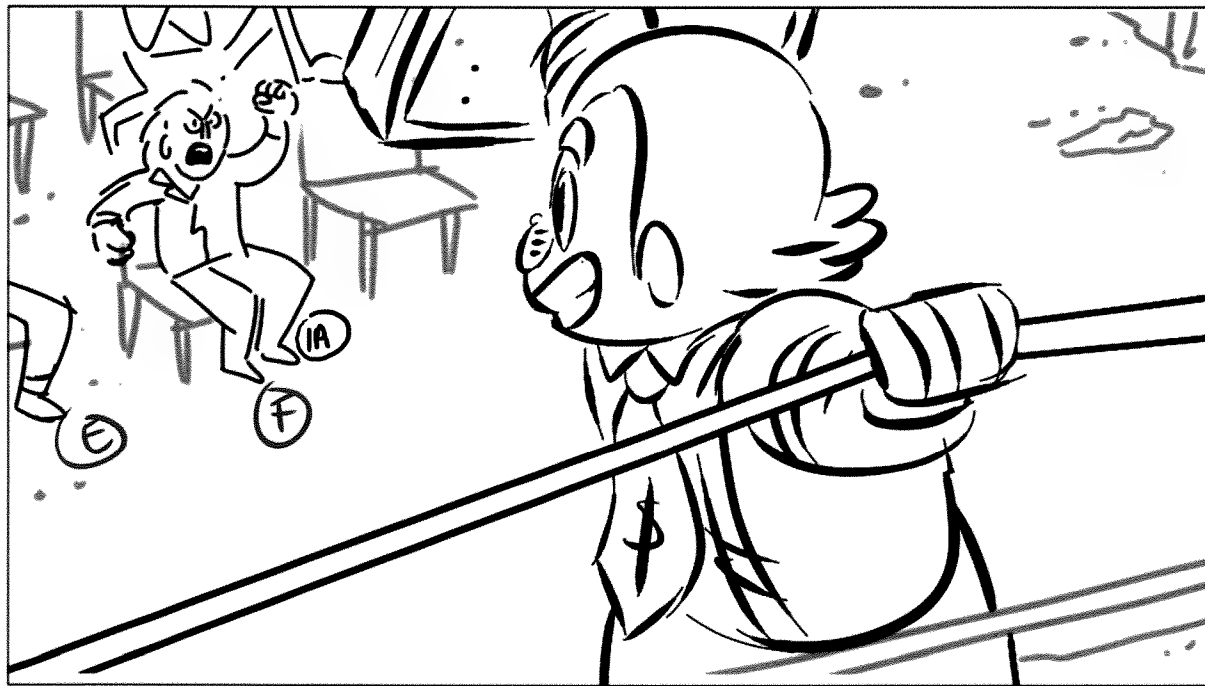
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1020.011

1020.011

Scene	Panel
78	1



Action Notes

-SP-

Slugging

0.04



Scene	Panel
78	CONT



Action Notes

SFX: <Bell Ding>

Slugging

0.09

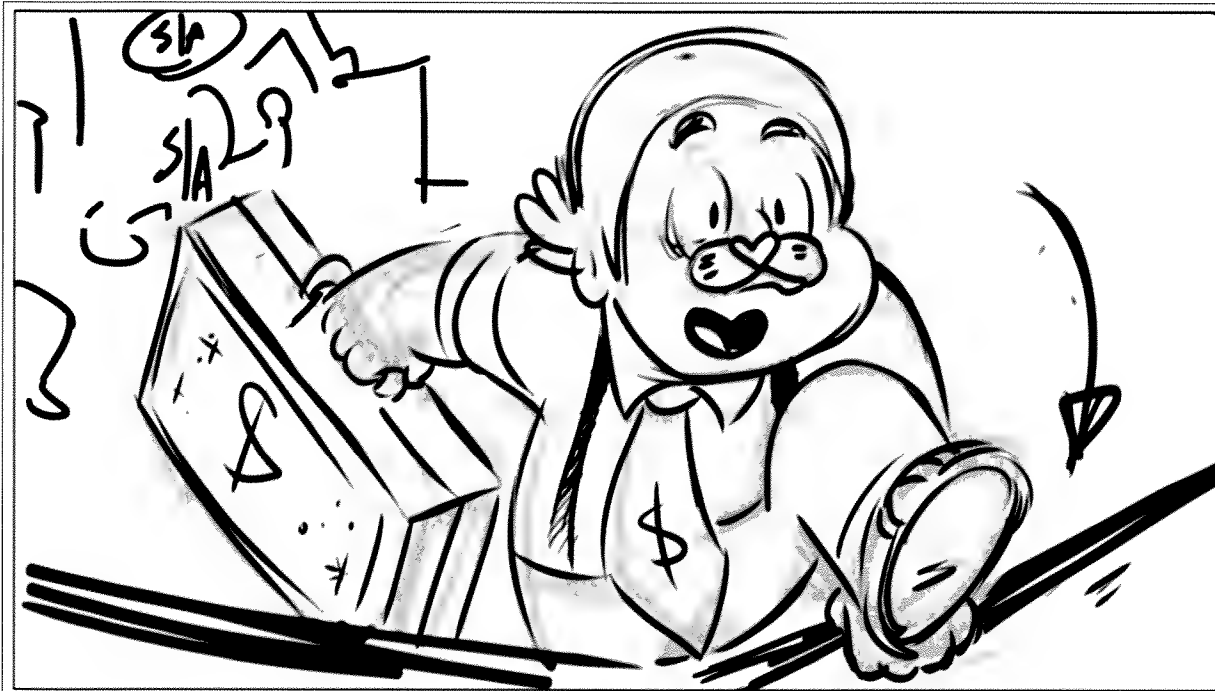
JUL 09 2013

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1020.011

1020.011

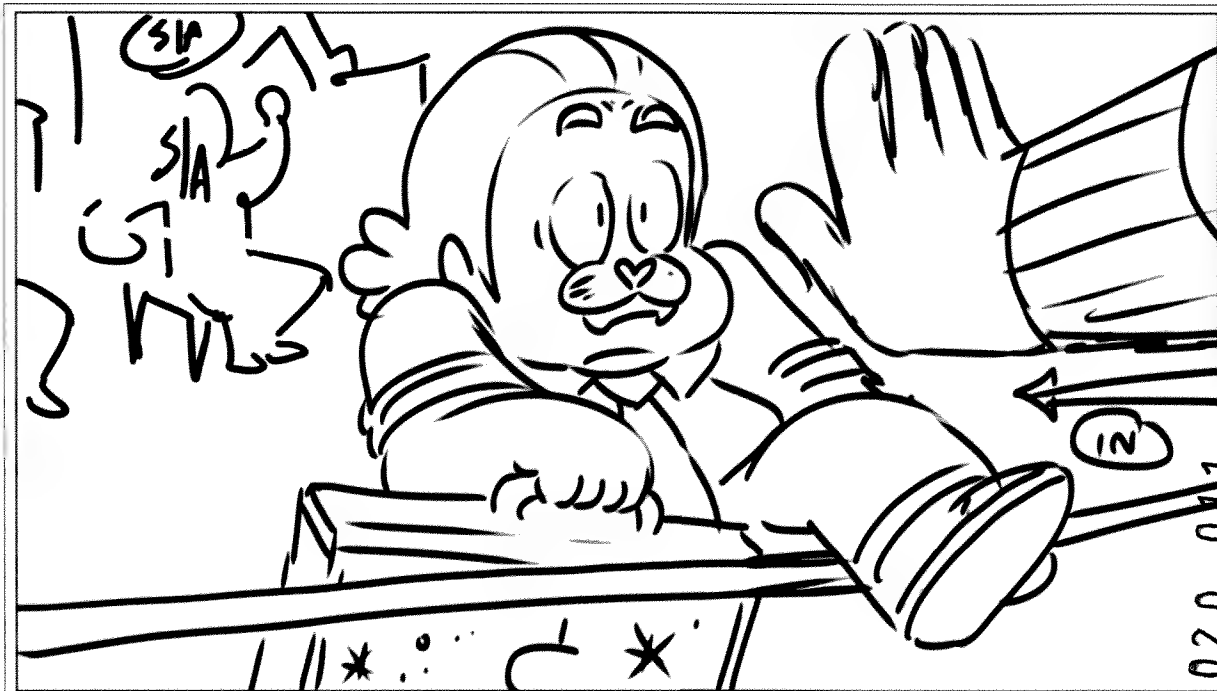
Scene	Panel
78	CONT



Action Notes
Steven steps over rope

Slugging
0.06

Scene	Panel
78	CONT



Dialog
AMETHYST: STEVEN, WAIT!

Action Notes
Amethyst's hand IN

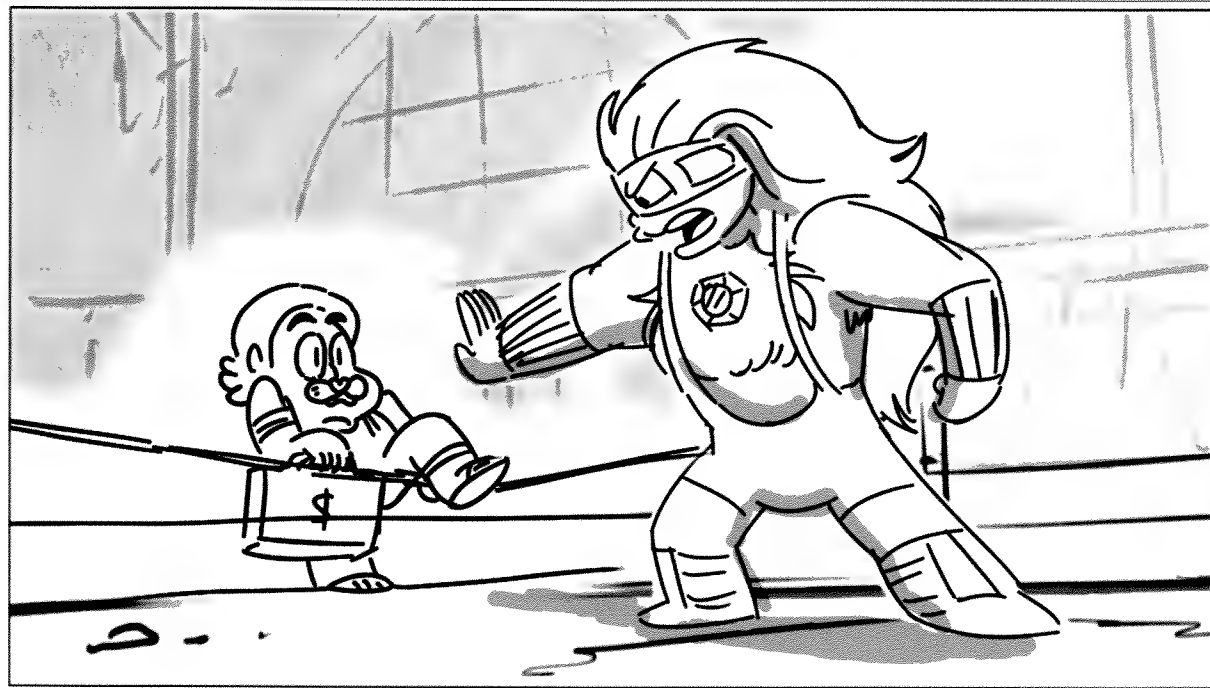
Slugging
2.01

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Scene	Panel
79	1



Action Notes

Camera cut back wide.

Slugging

Panels 1 + 2 = 4.01

Notes

H.U. pose.

Scene	Panel
79	2



Dialog

AMETHYST: I'M JUST USING YOU TO GET THE TAG TEAM BELT.

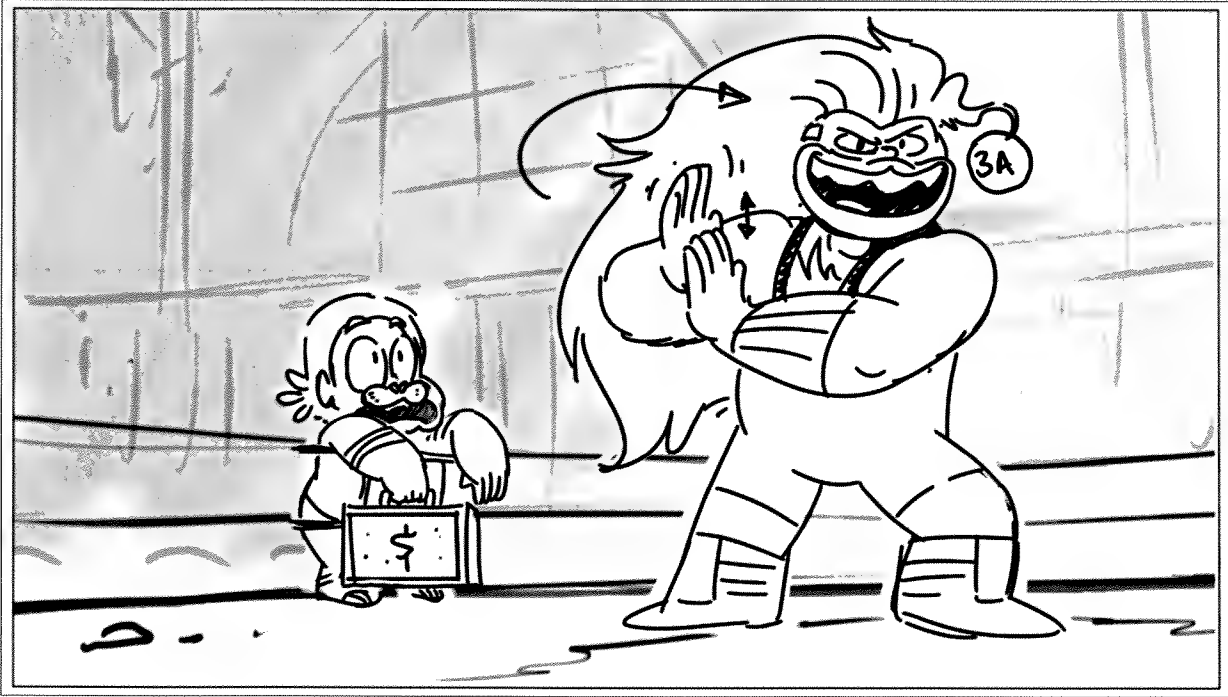
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1020.011

1020.011

Scene	Panel
79	3



Dialog
AMETHYST: I'LL DO ALL THE ACTUAL FIGHTING.

Slugging
3.01



Scene	Panel
80	1



Dialog
STEVEN: DO I STILL GET TO WEAR THE COSTUME?!

Action Notes
Camera cut in close.

Slugging
3.07

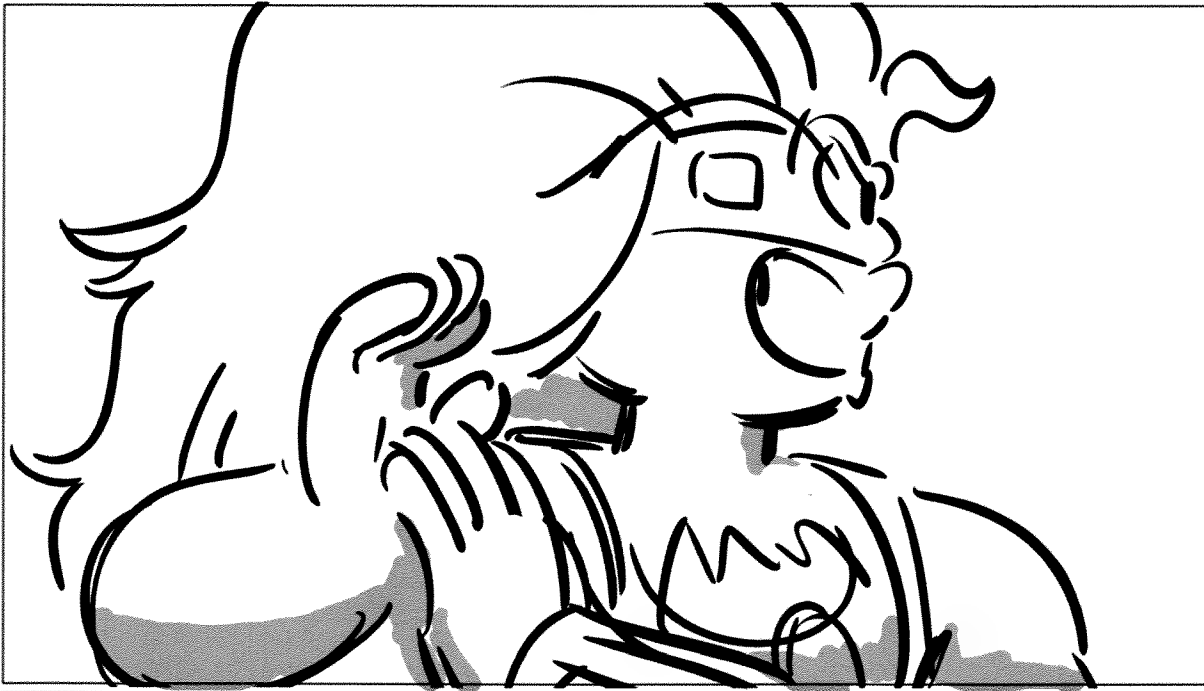
Notes
H.U. Steven's arms to previous scene.

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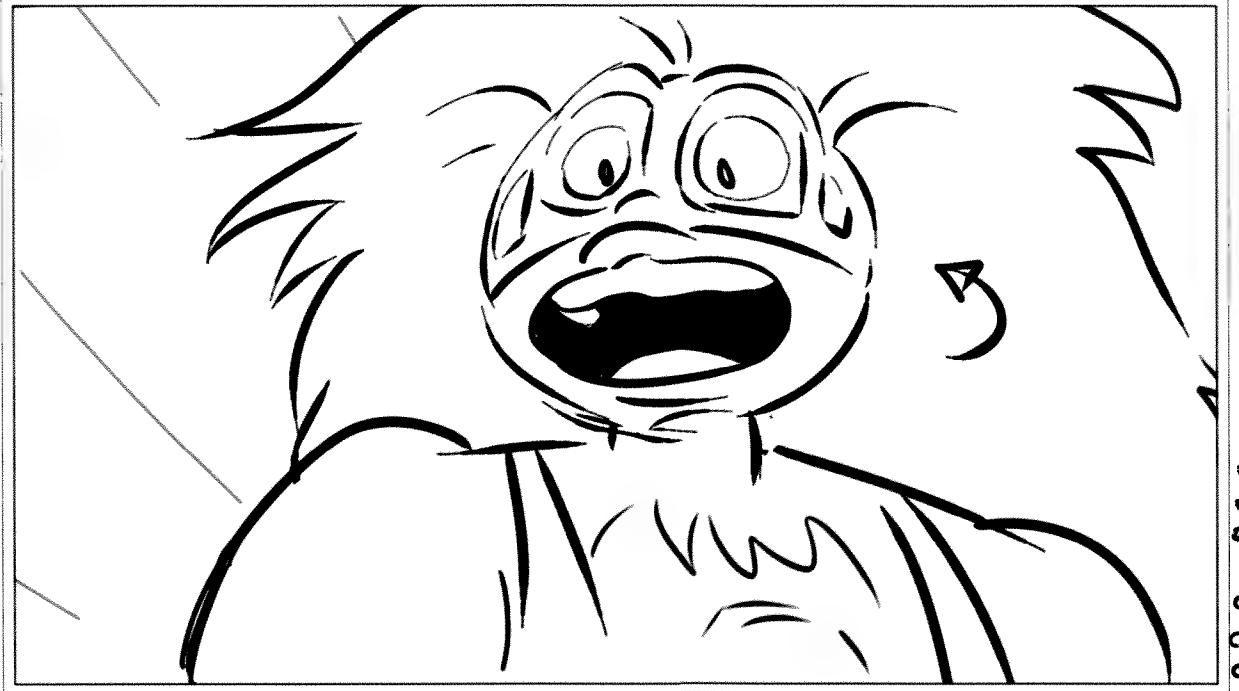
Scene	Panel
81	1



Dialog
AMETHYST: I DON'T CARE.

Slugging
Panels 1 + 2 = 2.00

Scene	Panel
81	2



Dialog
AMETHYST: I DON'T CARE.

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1020.011

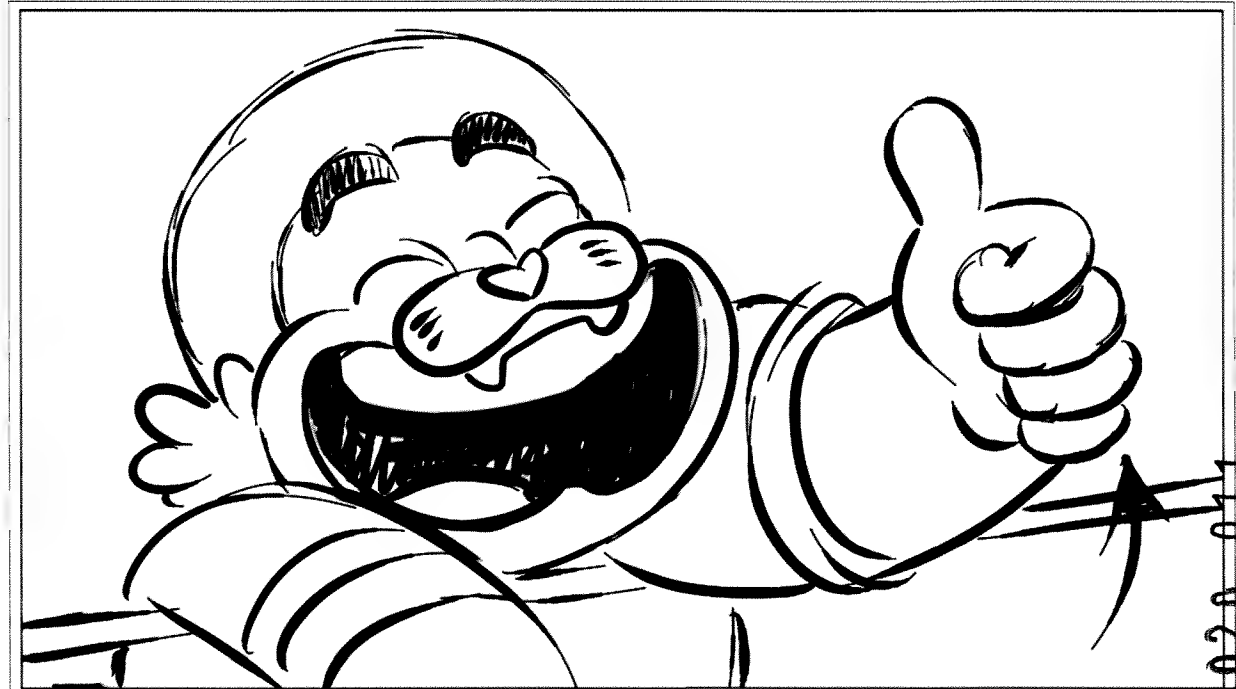
Scene	Panel
82	1



Action Notes
-SP-

Slugging
1.06

Scene	Panel
82	CONT



Dialog
STEVEN: OH-KAY!

Slugging
1.12

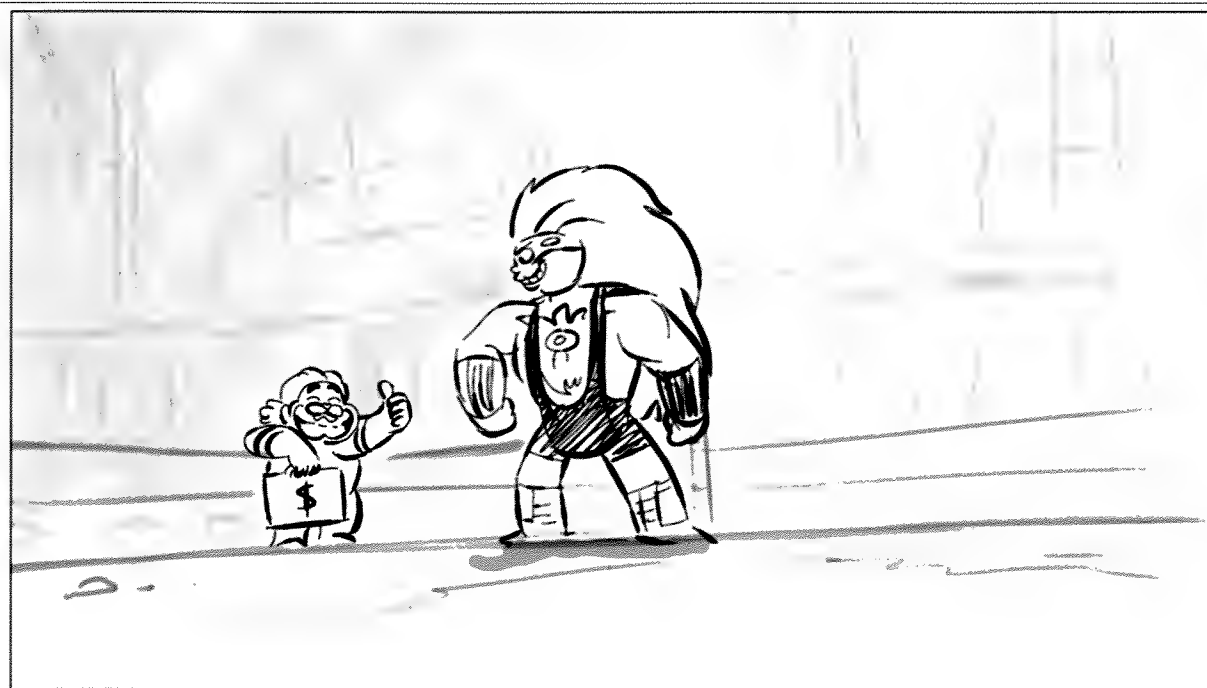
[JUL 09 -

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1020.011

1020.011

Scene	Panel
83	1



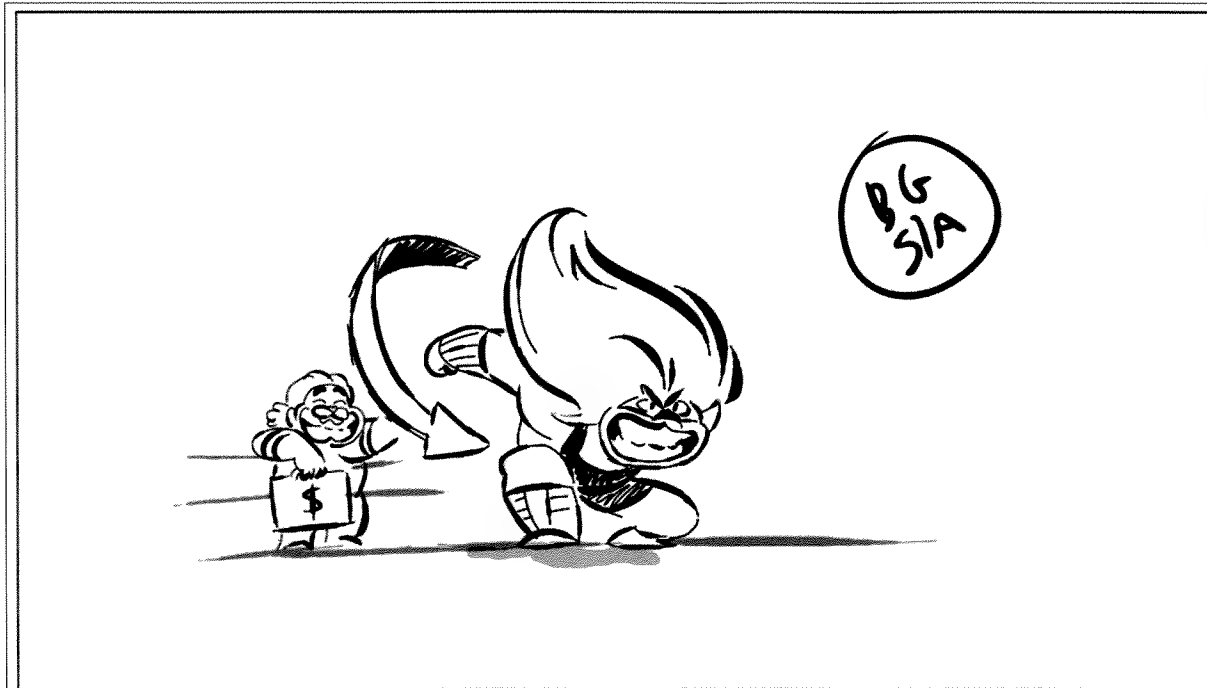
Action Notes

-SP-

Slugging

0.04

Scene	Panel
83	CONT 2



Dialog

AMETHYST: GRRR---

Slugging

2.09

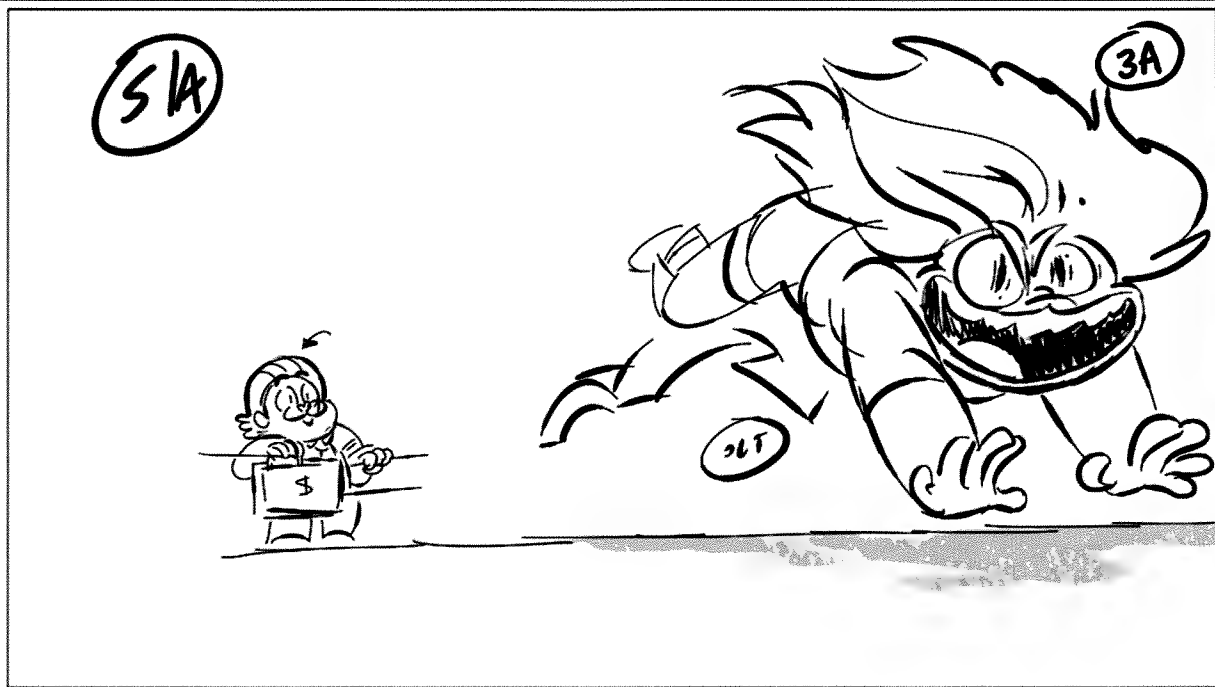
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Scene	Panel
83	CONT 3



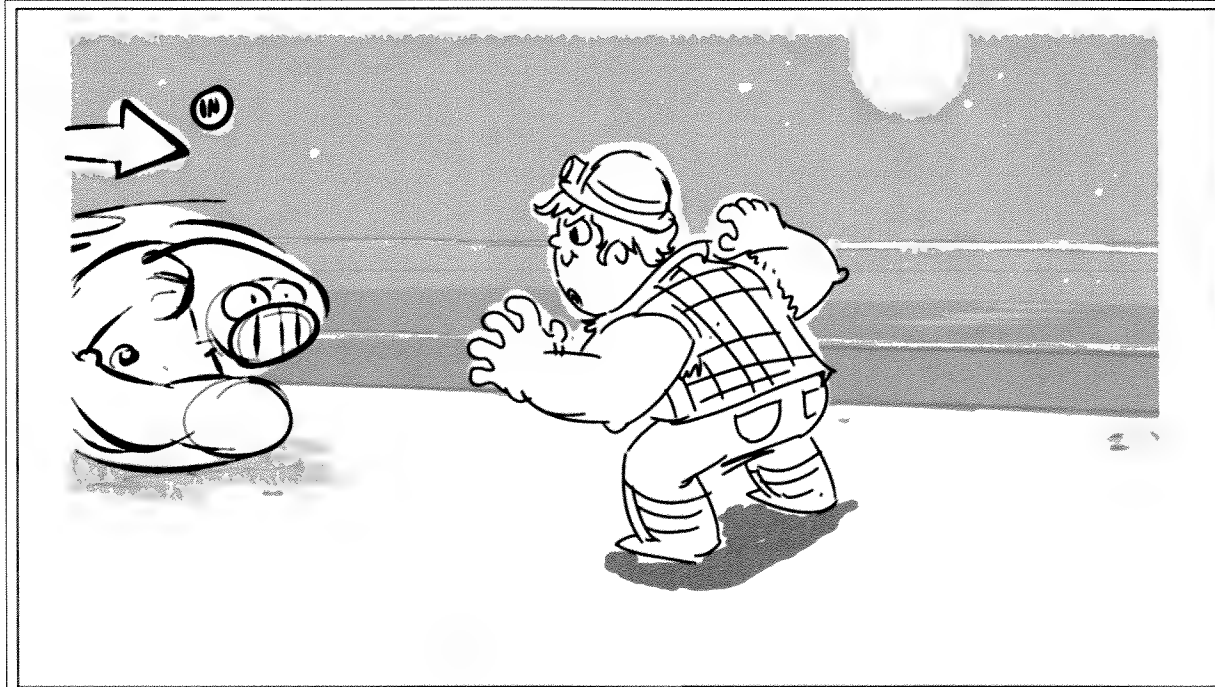
Dialog
AMETHYST: RARRR!

Action Notes
Amethyst runs OUT.

Slugging
1.12



Scene	Panel
84	1



Action Notes
Amethyst IN towards Chunk Truck.

Slugging
0.07

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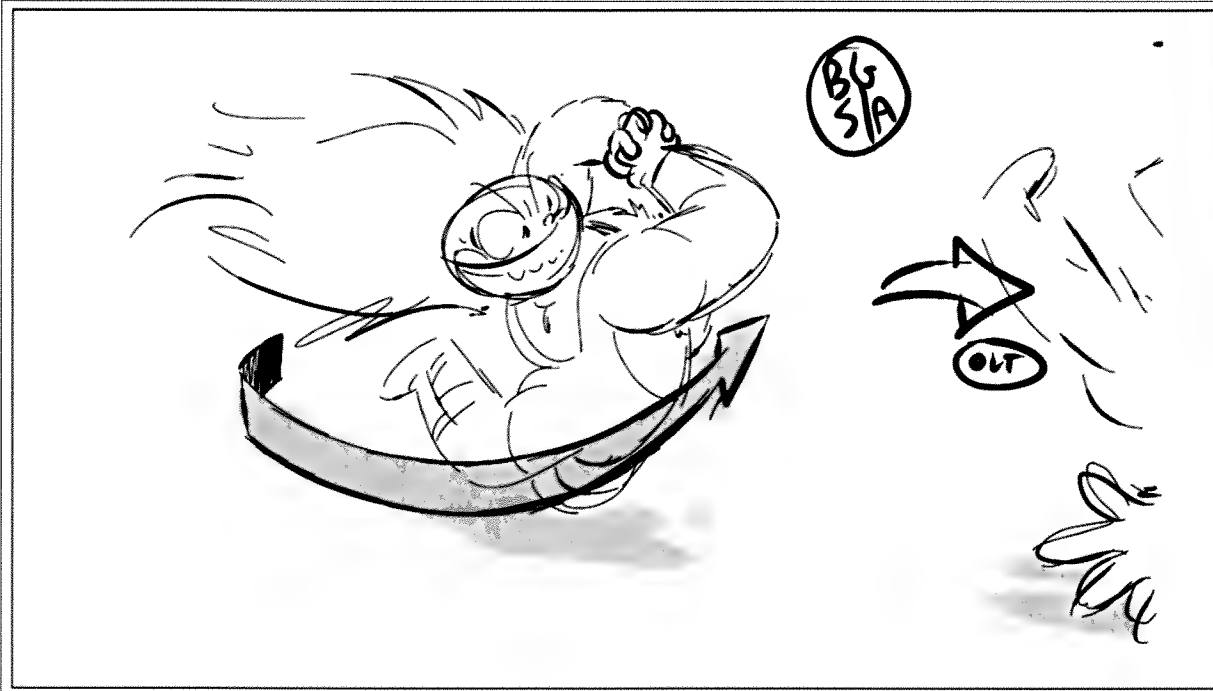
Scene

84

Panel

CONT

2



Dialog

MR. SMILEY (os): OOH!

Action Notes

Amethyst knocks Chunk Truck OUT of the scene.

Slugging

0.09

Scene

84

Panel

CONT

3



Dialog

MR. SMILEY (os): OOH!

Slugging

1.10



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Scene

Panel

85

1



Dialog

MR. SMILEY (os): A DEVASTATING MOVE BY PUMA!

Action Notes

Concrete comes IN holding traffic cone over Purple Puma.

Slugging

1.13

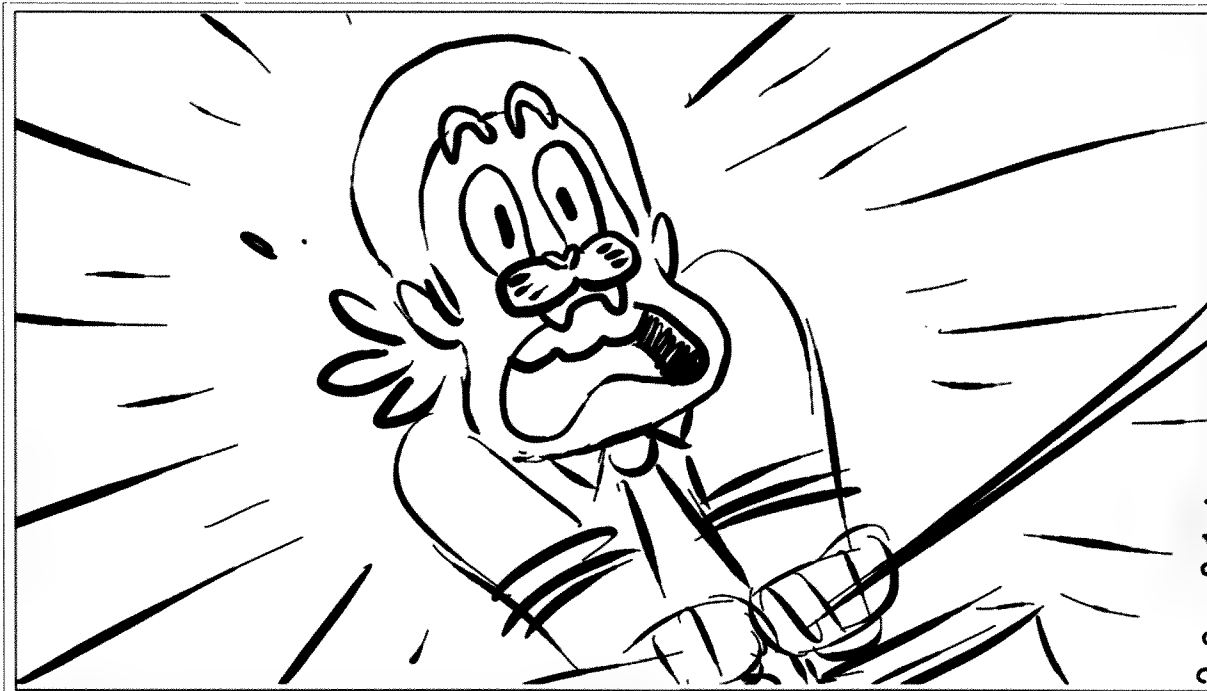


Scene

Panel

86

1



Dialog

STEVEN: ER... PURPLE

Action Notes

Steven in shock. BG Animates outward (Speed lines)

Slugging

1.06

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1020.011

1020.011

Scene 86 Panel 2
CONT



Dialog
STEVEN: PURPLE

Slugging
0.04



Scene 86 Panel 3
CONT



Dialog
STEVEN: PUMA!

Slugging
1.03



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Scene	Panel
87	1

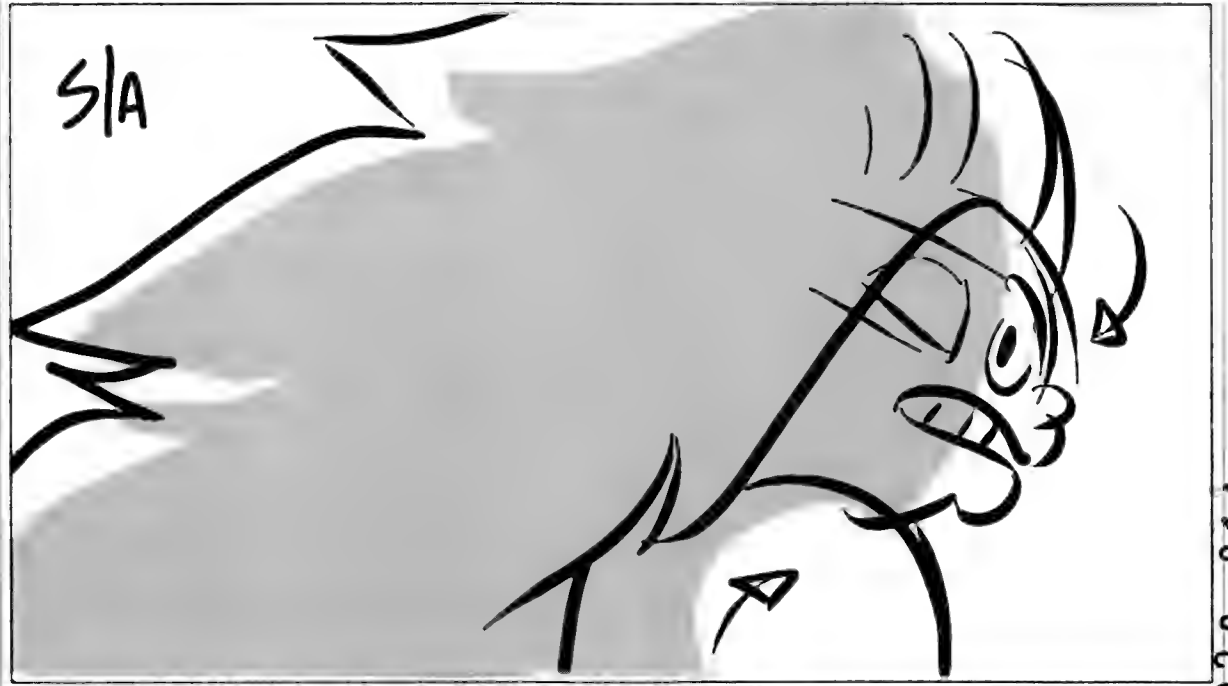


Dialog
STEVEN (os): LOOK OUT!

Action Notes
-SP-

Slugging
0.04

Scene	Panel
87	CONT 2



Slugging
0.04

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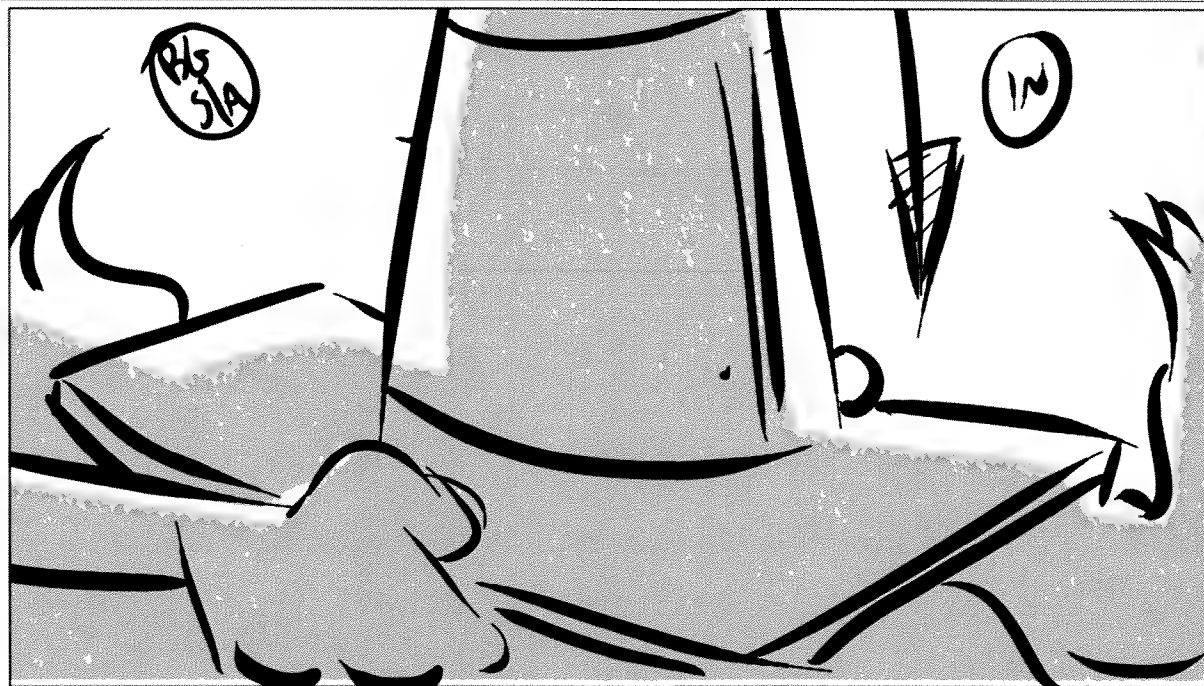
Scene	Panel
87	CONT 3



Action Notes
Amethyst turns (confused)

Slugging
0.07

Scene	Panel
87	CONT 4



Dialog
CROWD: <SHOCKED REACTIONS>

Action Notes
Traffic cone IN

Slugging
0.13

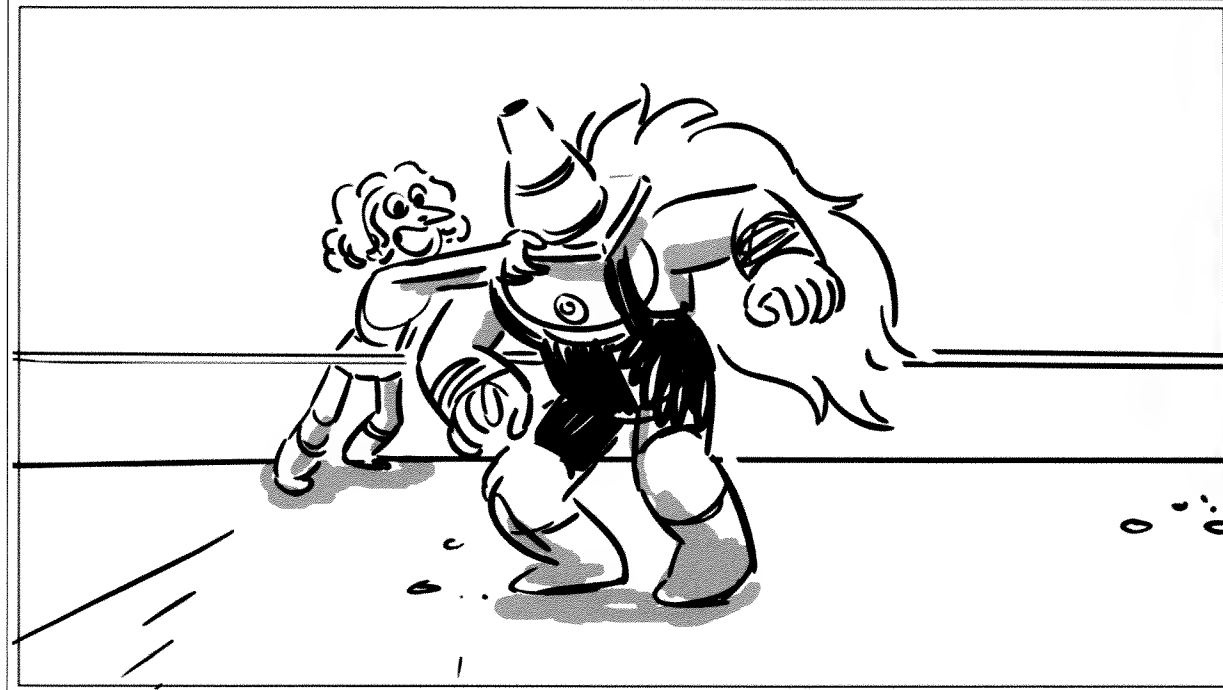
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1020.011

Scene	Panel
88	1



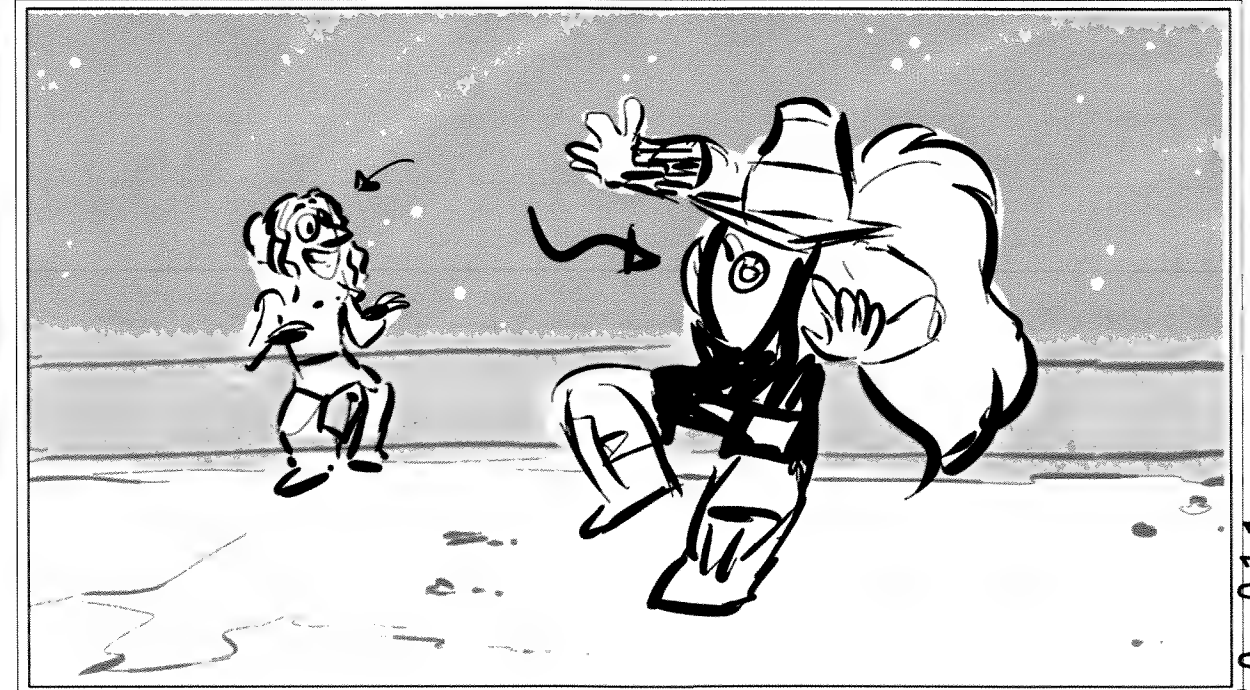
Dialog
CROWD: <SHOCKED REACTIONS>

Action Notes
Amethyst stumbles backwards.

Slugging
Panels 1 + 2 = 1.03

Notes
H.U. to previous scene. Wrestler still has his hands on the cone.

Scene	Panel
88	2



Dialog
CROWD: <SHOCKED REACTIONS>

Action Notes
Amethyst stumbles backwards.

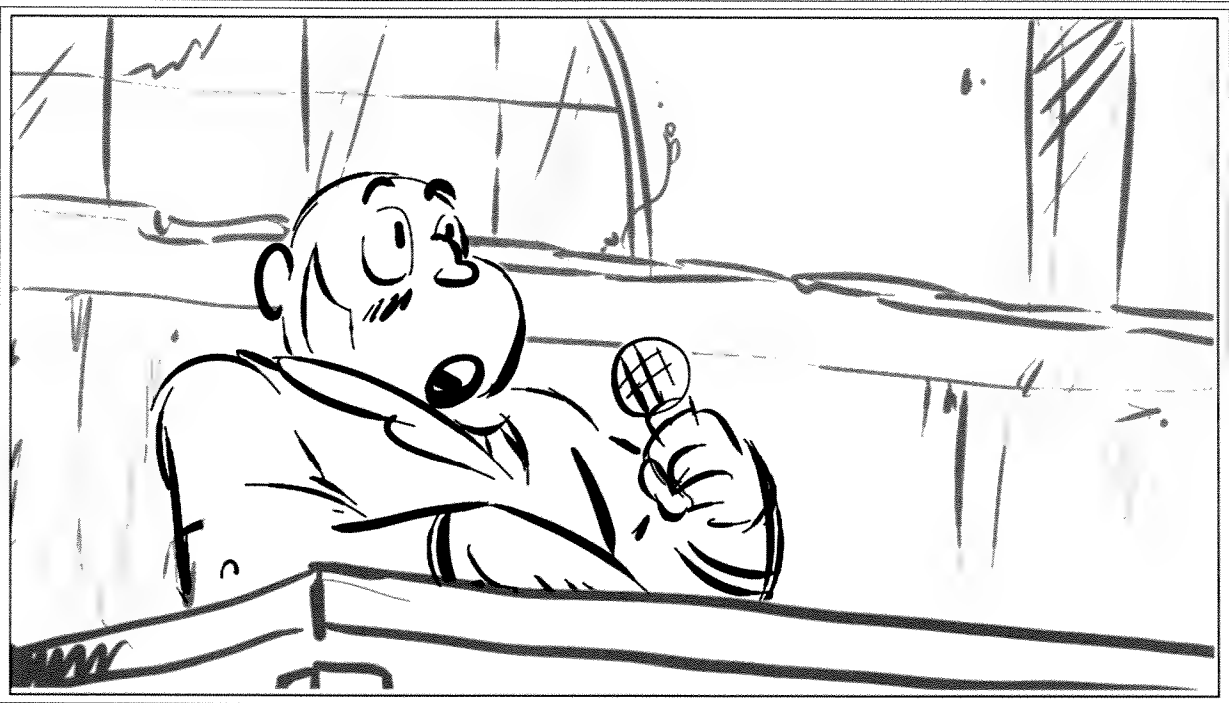
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1020-011

Scene	Panel
89	1



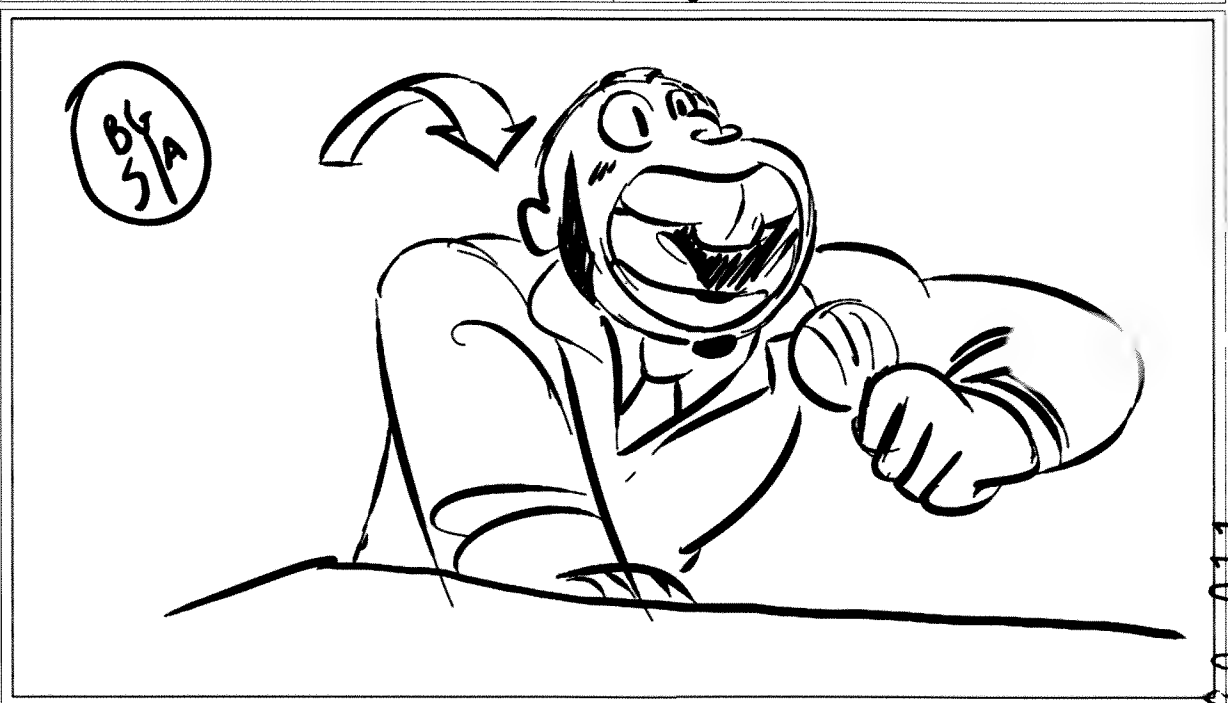
Action Notes

-SP-

Slugging

0.04

Scene	Panel
89	2



Dialog

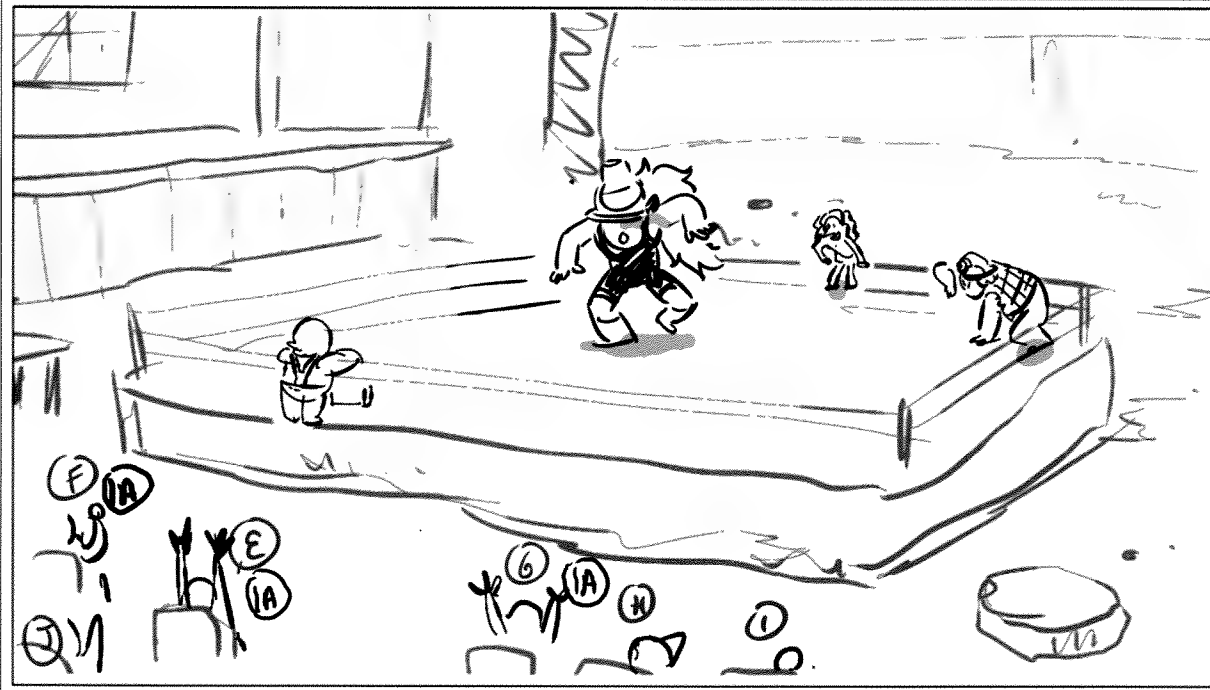
MR. SMILEY: WHAT A GROSS...

Slugging

1.01

JUL 09 2013

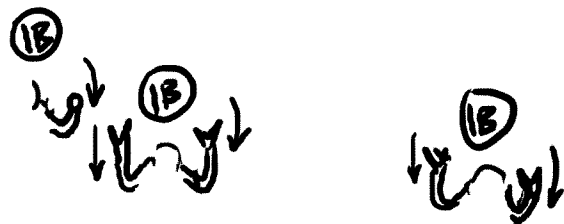
Scene 90 Panel 1



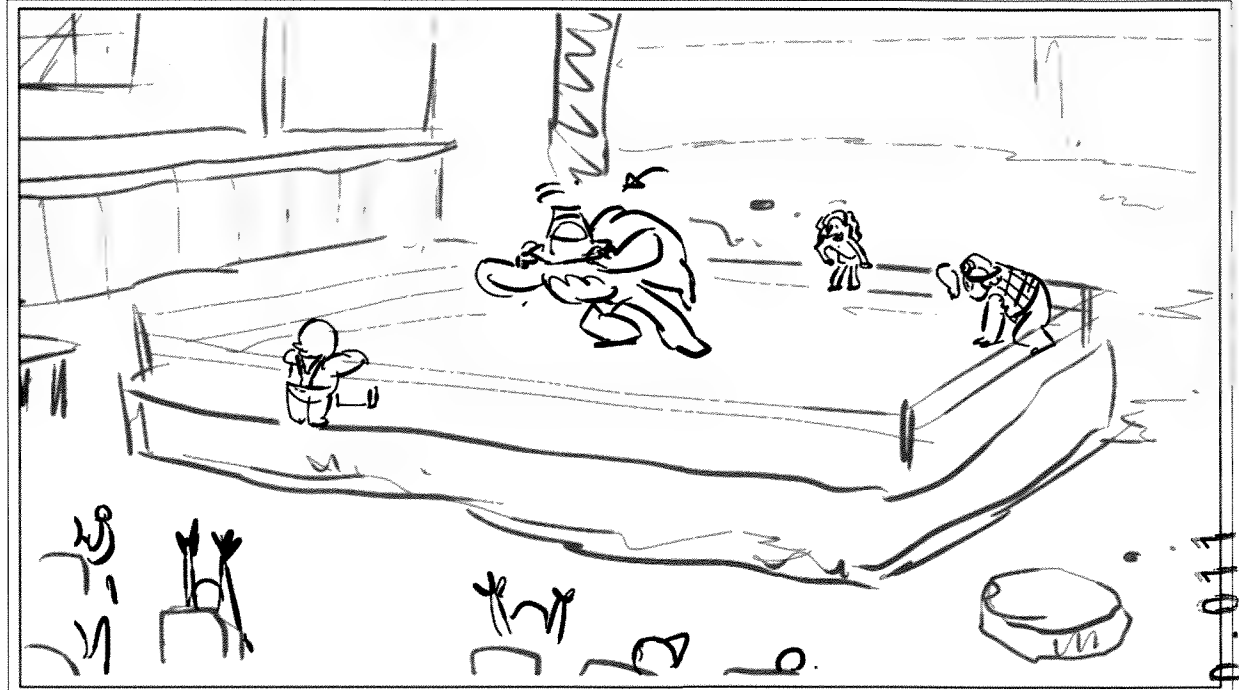
Dialog
MR. SMILEY: ...MISUSE OF SAFETY EQUIPMENT!!

Action Notes
Amethyst with cone on head struggles to fight.
Crowd cheers

Slugging
Panels 1 + 2 = 0.06



Scene 90 Panel 2

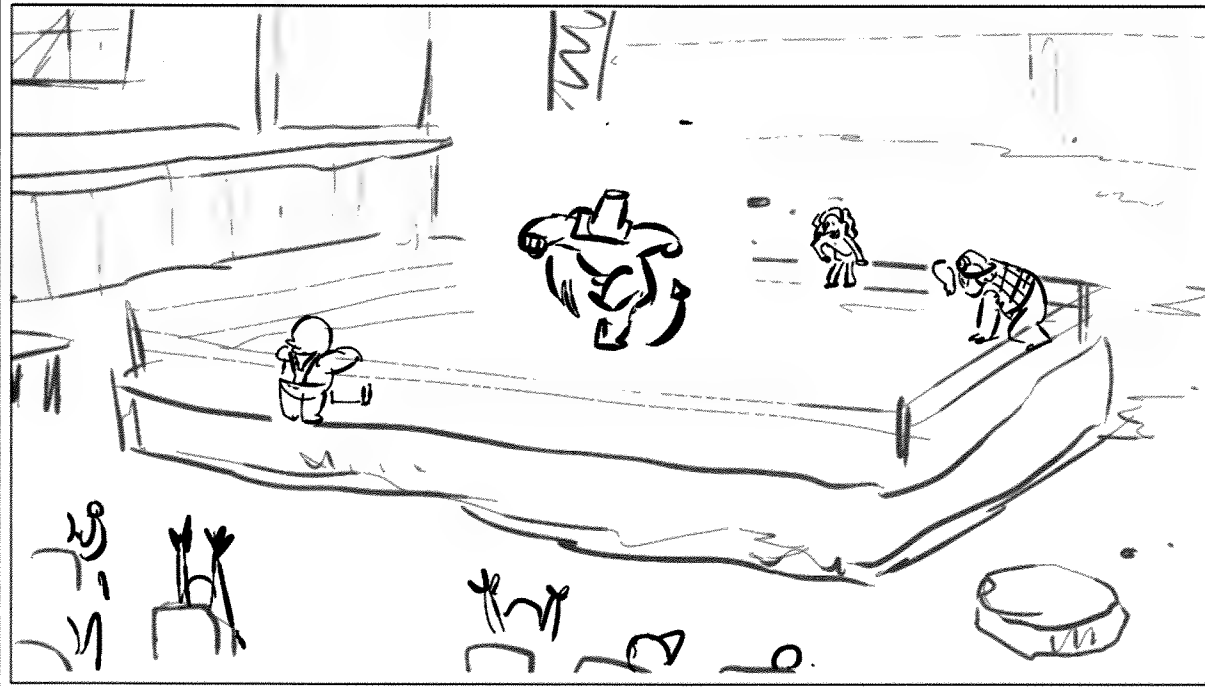


Dialog
MR. SMILEY: ...MISUSE OF SAFETY EQUIPMENT!!

Action Notes
Amethyst with cone on head struggles to fight.

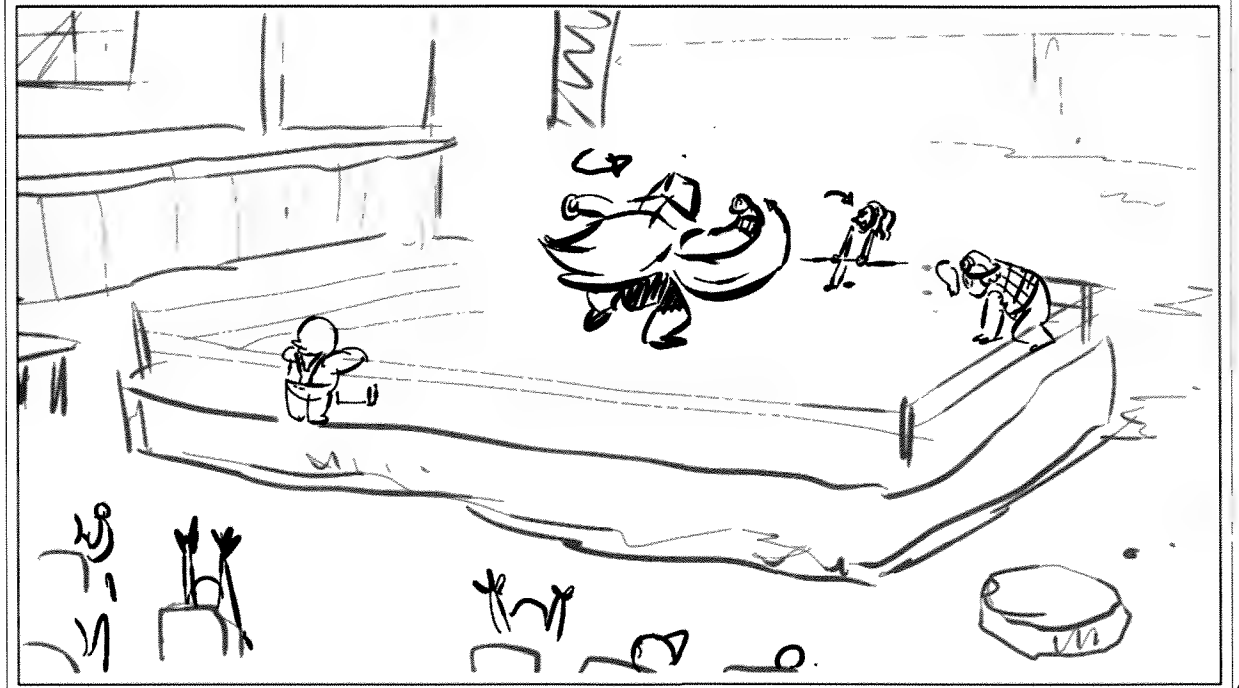
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Scene 90 *cont* Panel 3



Slugging
0.04

Scene 90 *cont* Panel 4



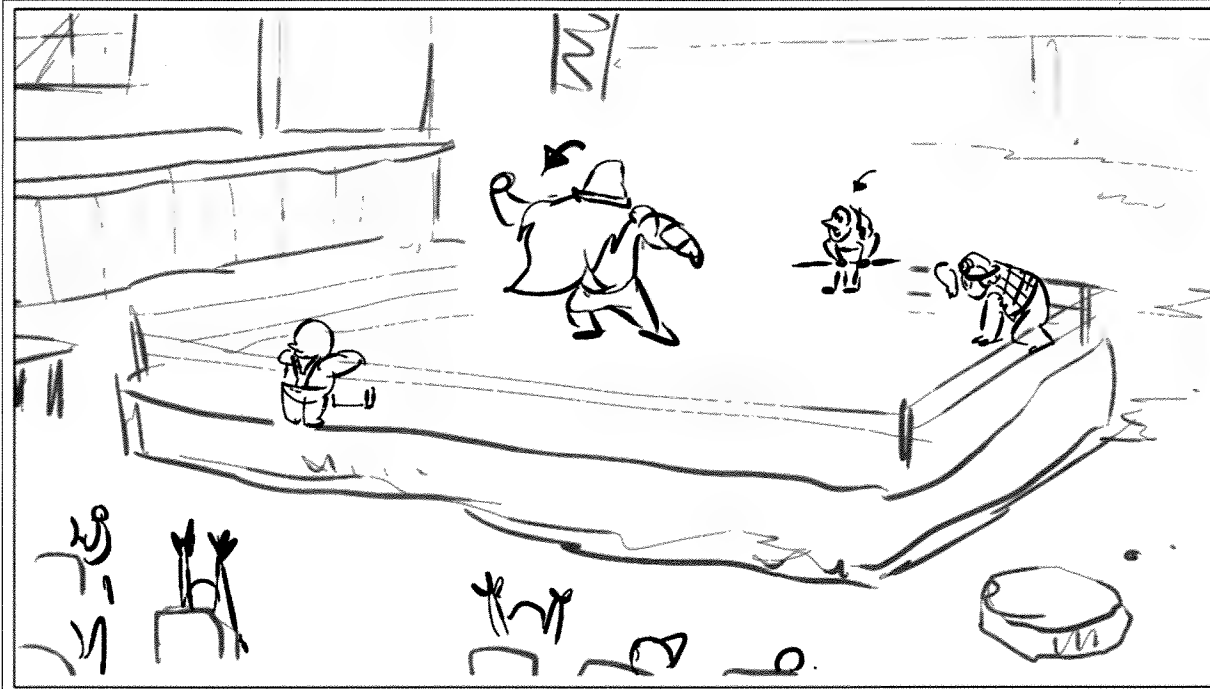
Slugging
0.04

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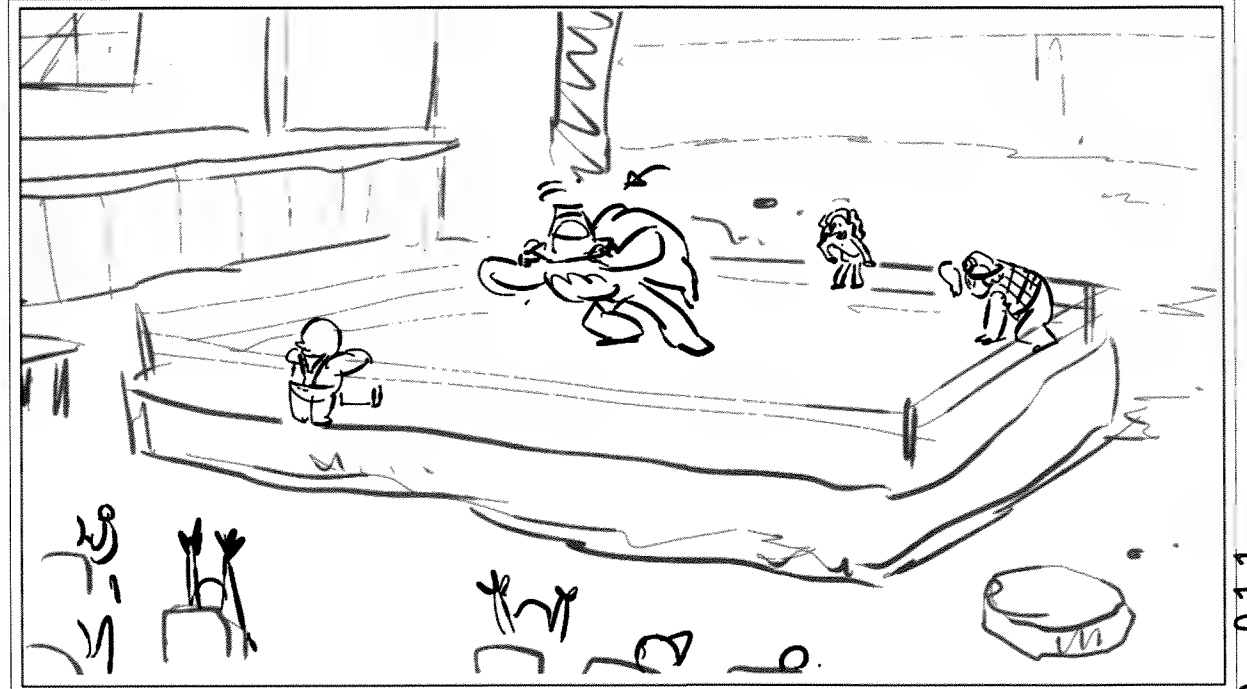
1020.011

Scene 90 Panel 5



Slugging
0.12

Scene 90 Panel 6



Dialog
MR. SMILEY: ...MISUSE OF SAFETY EQUIPMENT!!

Action Notes
Amethyst with cone on head struggles to fight.

Slugging
0.15

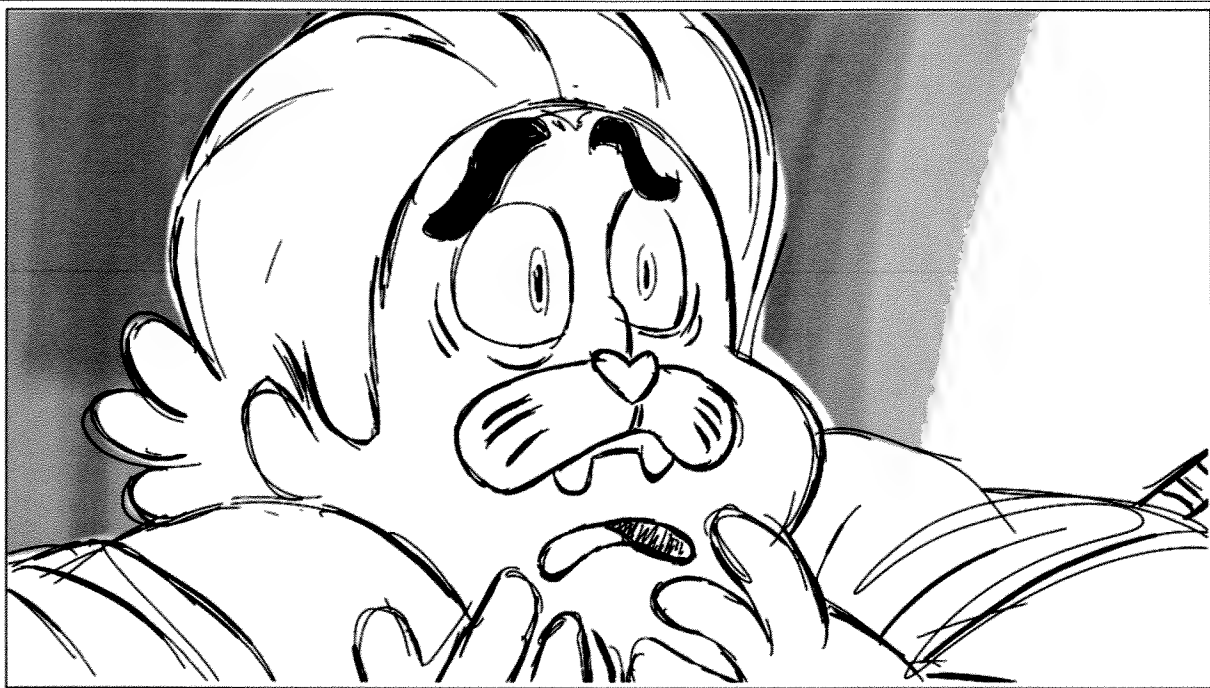
JUL 09 2015

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1020.011

1020.011

Scene	Panel
91	1



Dialog

MR. SMILEY (os): ...AND YOUR TAX DOLARS!

Action Notes

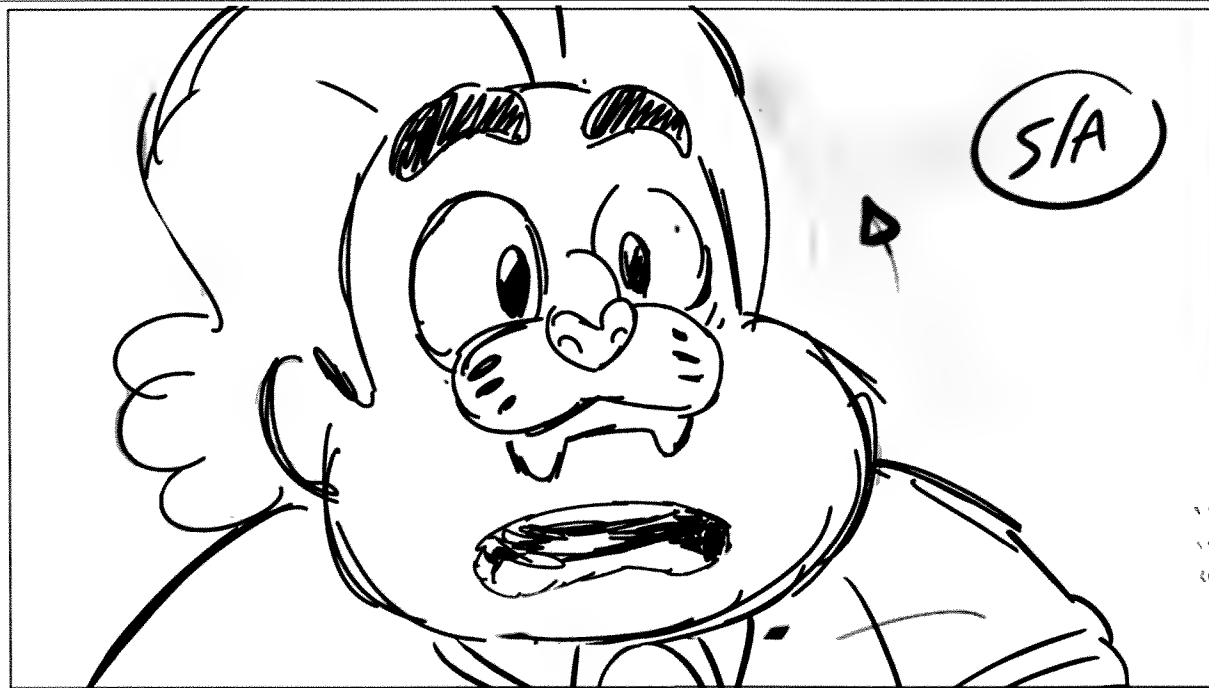
-SP-

Slugging

1.15

Scene	Panel
91	2

CONT



Dialog

STEVEN: THAT'S NOT...

Action Notes

Camera cut in close.

Slugging

1.00

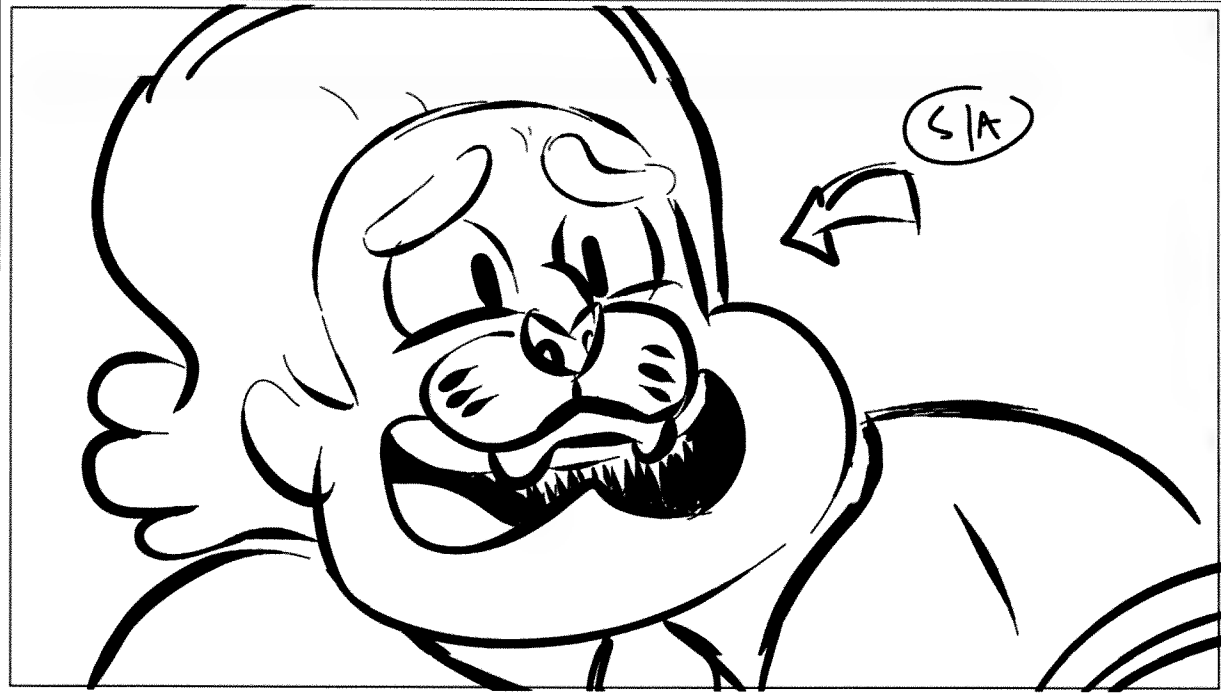
JUL 09 2013

1020.011

1020.011

1020.011

Scene	Panel
91	CONT 3



Dialog
STEVEN: ...FAIR!

Slugging
1.08

Scene	Panel
92	1



Dialog
MR. SMILEY: IT MAY NOT SEEM FAIR,

Slugging
2.06

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1020.011

1020.011

Scene	Panel
92	<i>CONT</i>



Dialog
MR. SMILEY: BUT HEY!

Slugging
1.09

Scene	Panel
92	<i>CONT</i>



Dialog
MR. SMILEY: ANYTHING GOES IN WRESTLING.

Slugging
2.05

JUL 09 2015

1020.011

1020.011

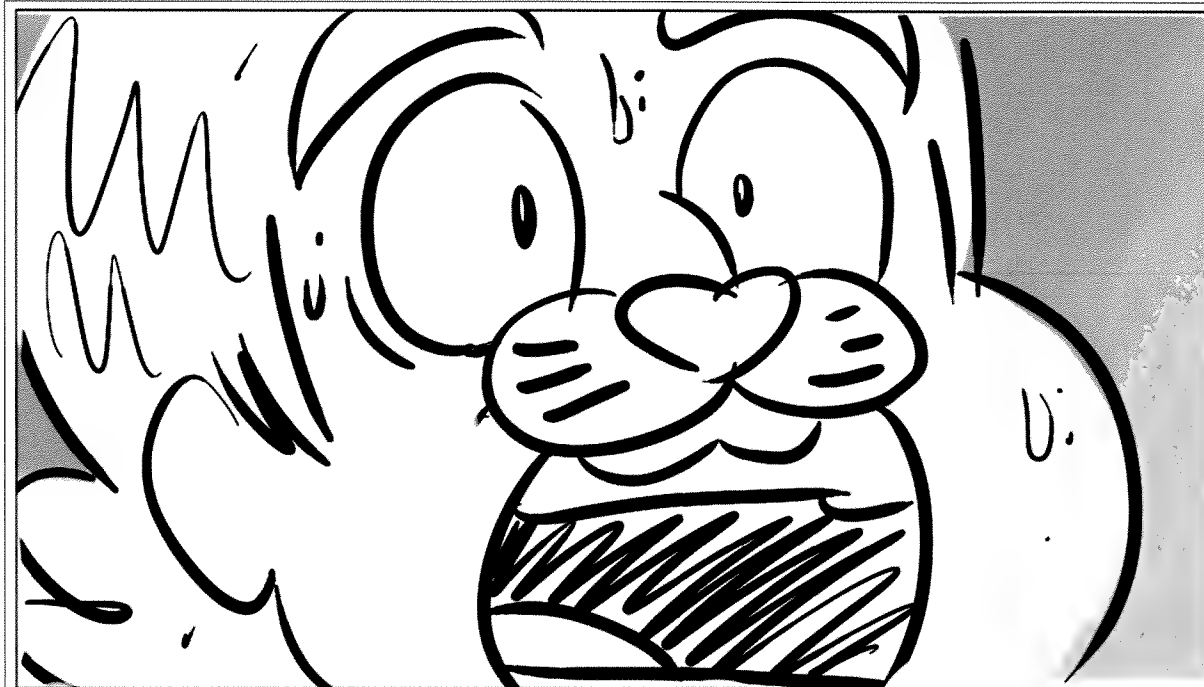
1020.011

Scene	Panel
93	1



Slugging
0.04

Scene	Panel
93	2



Dialog
STEVEN: IT DOES??

Slugging
2.01

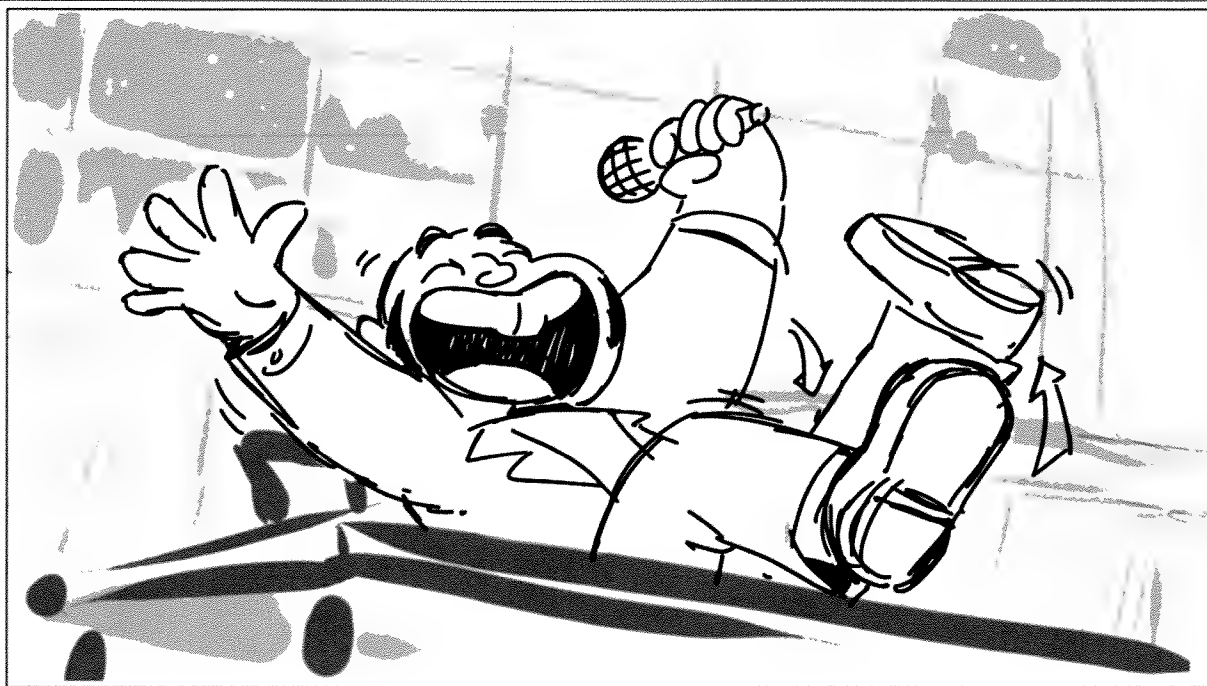
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1020.011

1020.011

Scene	Panel
94	1



Dialog
MR. SMILEY: OOH!

Slugging
0.11

Scene	Panel
94	cont



Dialog
MR. SMILEY: YESSSS

Slugging
0.11

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1020 011

1020.011

1020.011

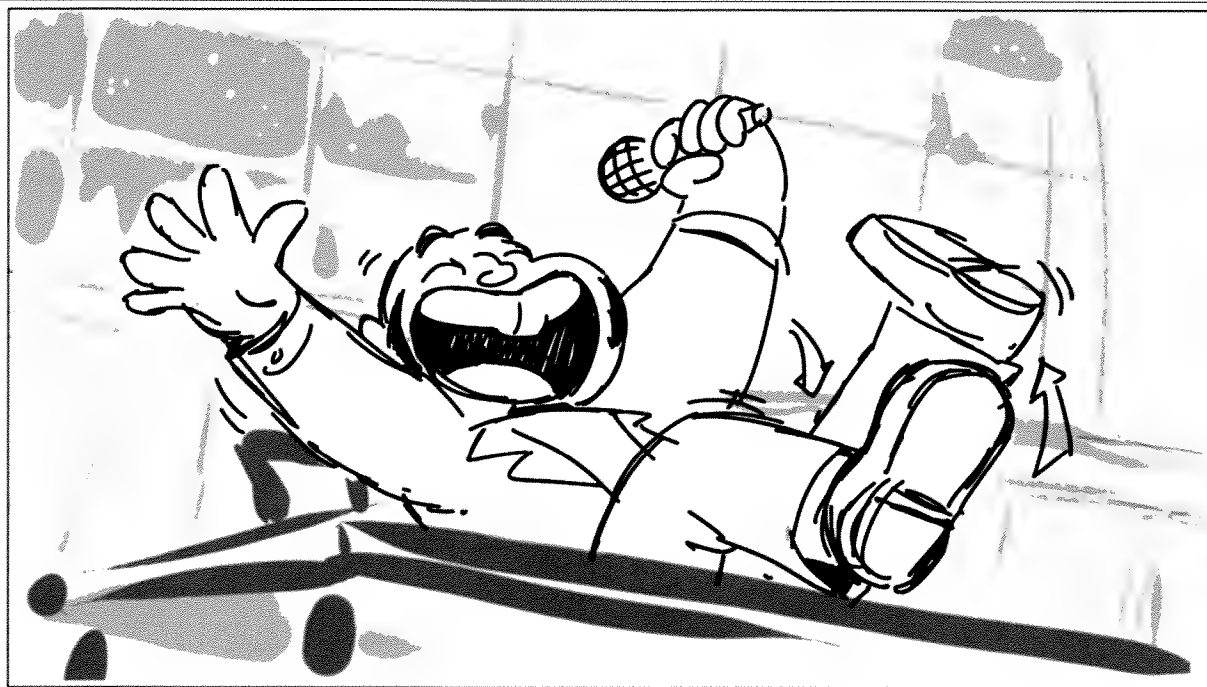
Scene

94

Panel

CONT

3



Dialog

MR. SMILEY: IT

Slugging

0.07

Scene

94

Panel

CONT

4



Dialog

MR. SMILEY: DOOOOES!!!

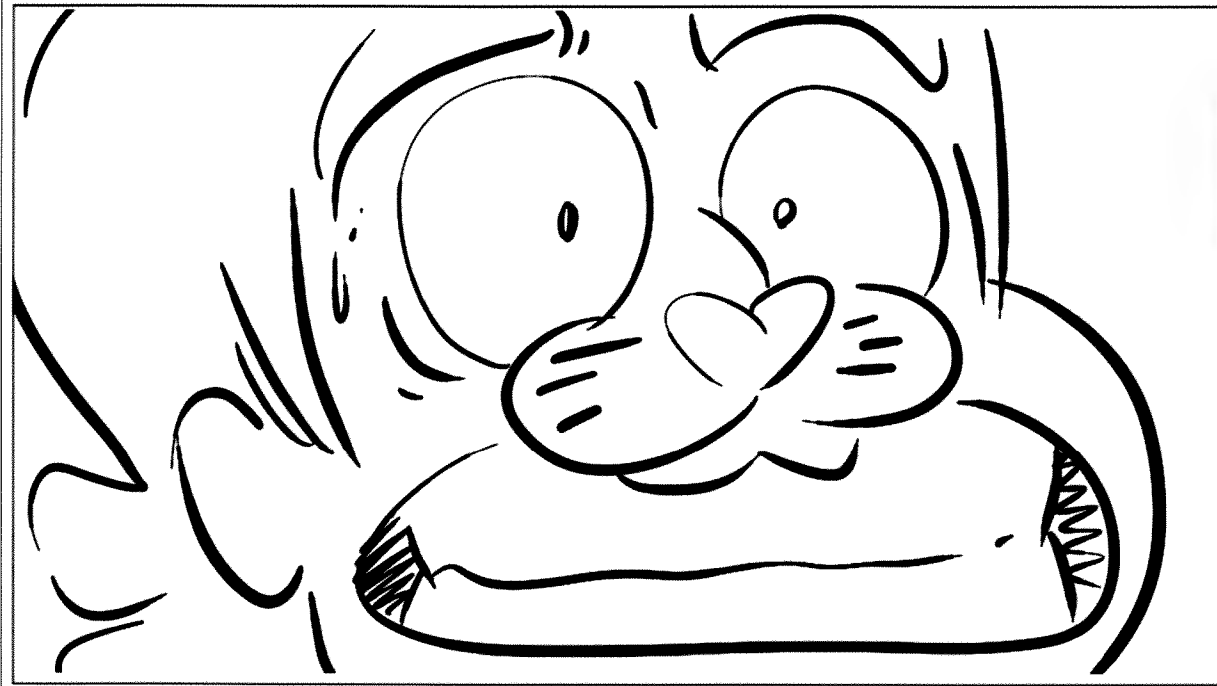
Slugging

1.05

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1020.011

Scene	Panel
95	1



Slugging
0.04

Scene	Panel
95	2



Dialog
STEVEN: LOOKS LIKE THIS TIGER'S GOTTA TURN 'CHEETAH!'

Slugging
4.14

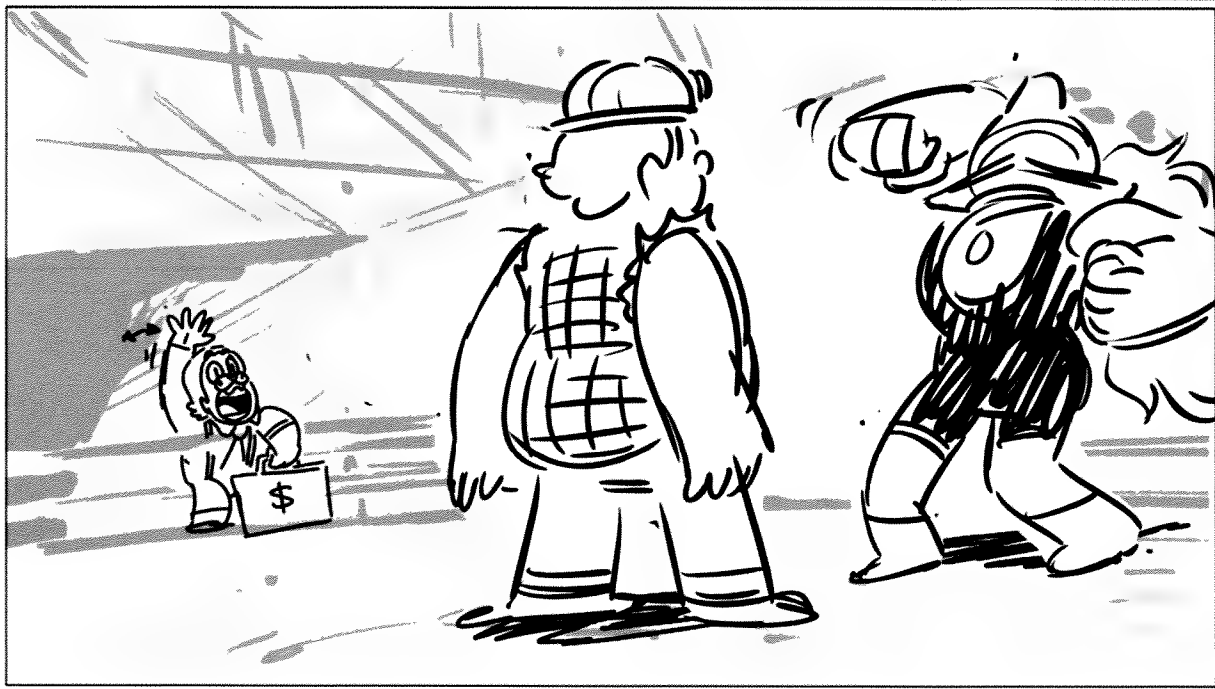
JUL 09 2013

1020-011

1020-011

1020-011

Scene	Panel
96	1



Dialog

STEVEN: HEY!!

Action Notes

Steven waves arm left and right repeatedly.

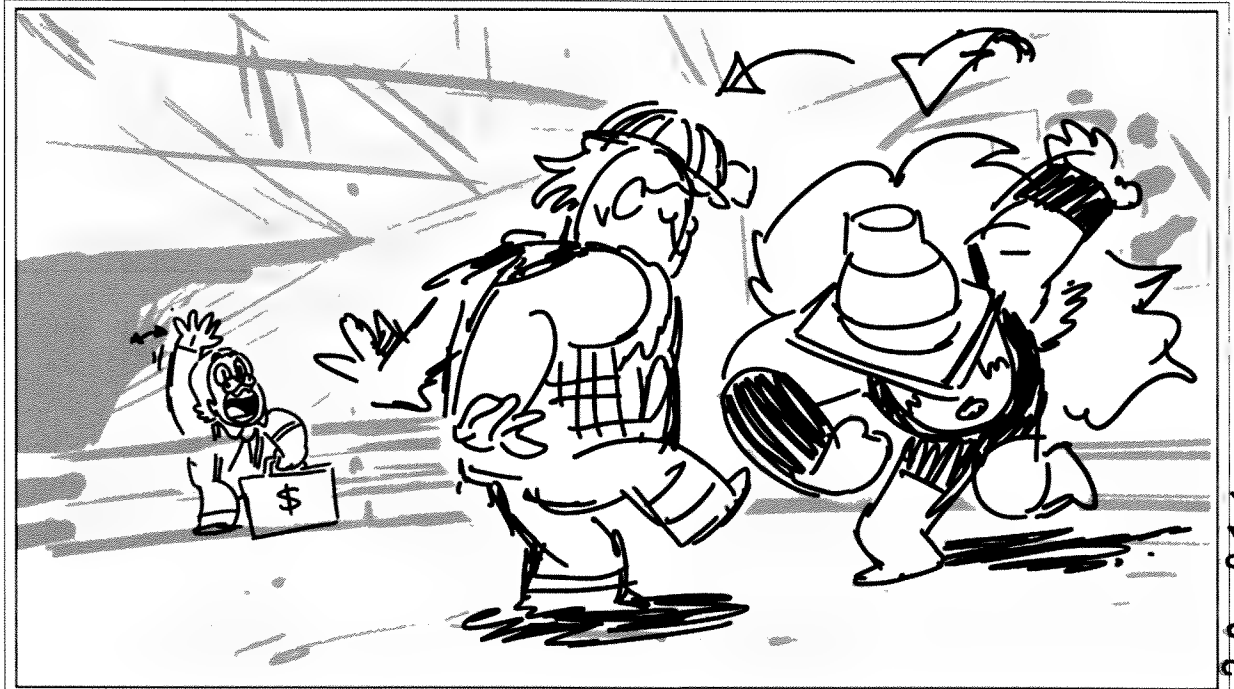
Slugging

Panels 1 + 2 = 1.05

Notes

H.U. Steven to previous scene.

Scene	Panel
96	2



Dialog

STEVEN: HEY!!

Action Notes

Steven waves arm left and right repeatedly.

Notes

H.U. Steven to previous scene.

JUL 09 2013

1020.011

1020.011

1020.011

Scene	Panel
96	CONT 3

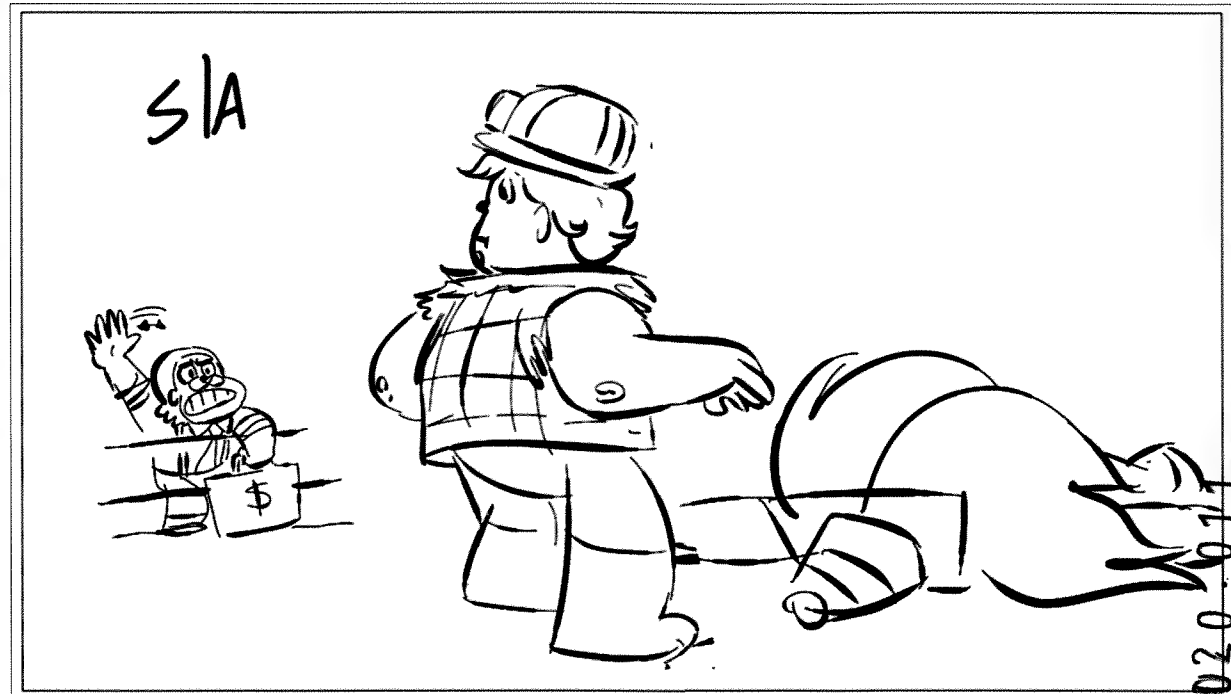


Dialog
STEVEN: CHUNK TRUCK!

Action Notes
Amethyst falls to the ground / still.

Slugging
0.08

Scene	Panel
96	CONT 4



Slugging
1.03

JUL 09 2013

1020.011

1020.011

Scene	Panel
97	1



Dialog

STEVEN: I'LL GIVE YOU A MILLION JUNGLE BUCKS TO THROW THE MATCH!

Action Notes

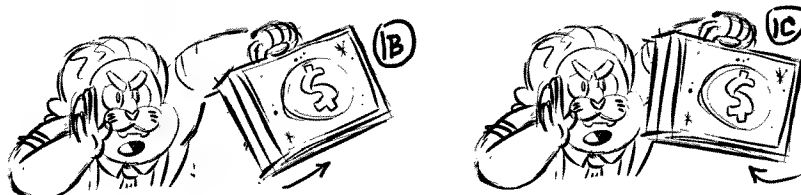
Steven waves money briefcase left and right.

Slugging

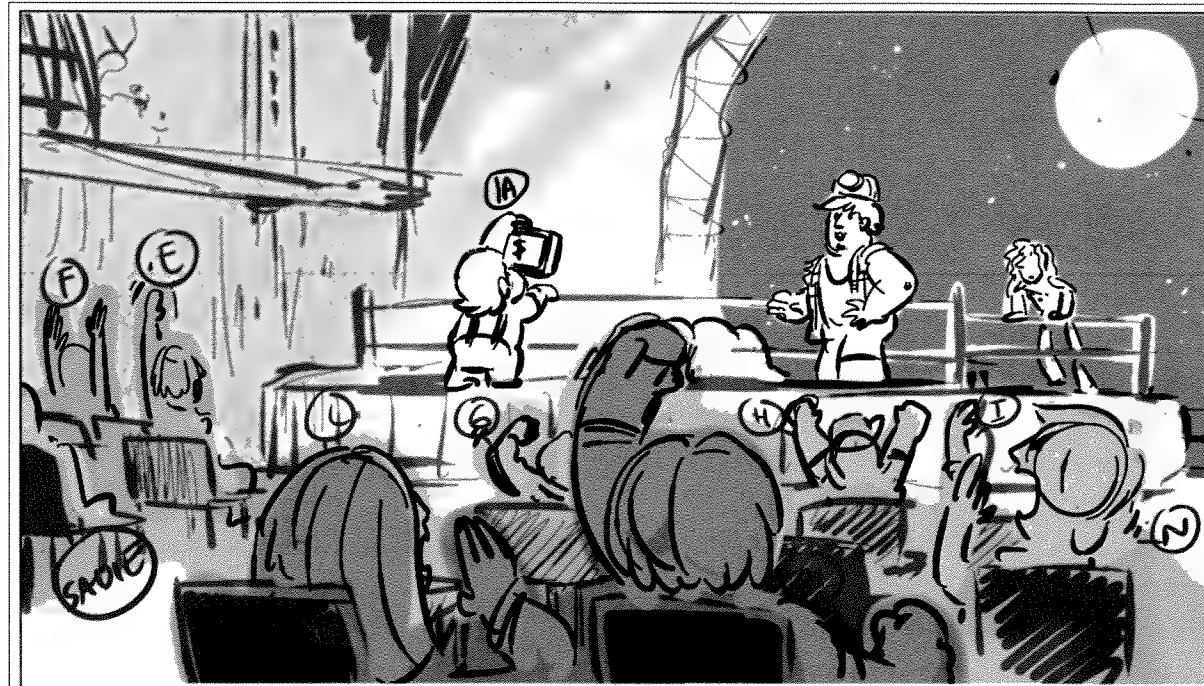
4.10

Notes

H.U. Steven previous scene, hands waving, bring money briefcase up.



Scene	Panel
98	1



Dialog

CROWD: <ANGRY WALLA>

MR. SMILEY: WHAT'S THIS??

Action Notes

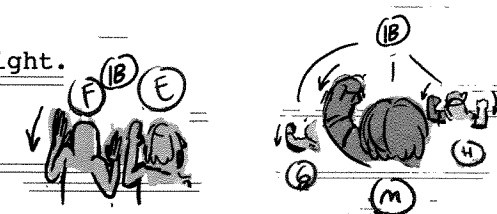
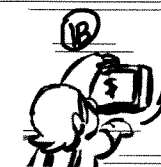
Steven waves money briefcase left and right.

Slugging

2.02

Notes

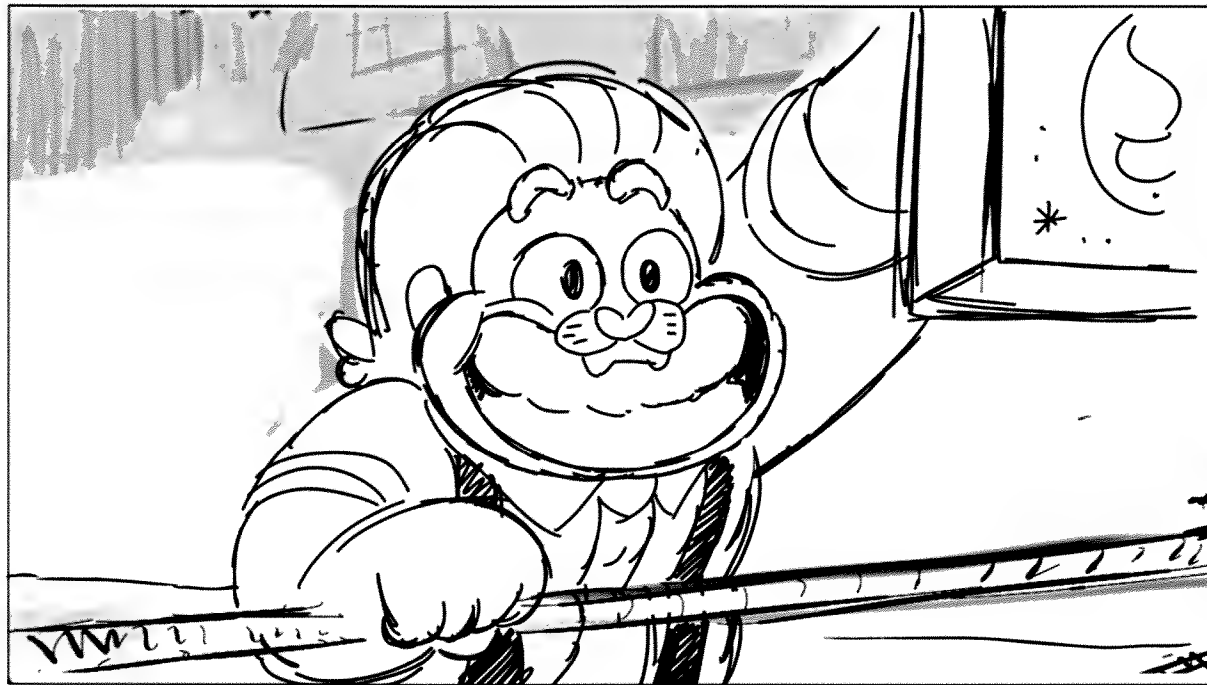
H.U. Steven to previous scene. Right hand up by his mouth.



JUL 09 2013

1020.011

Scene	Panel
99	1



Dialog
MR. SMILEY (os): IT LOOKS LIKE...

Slugging
1.01

Scene	Panel
99	2



Dialog
MR. SMILEY (os): ...TIGER MILLIONAIRE IS OFFERING ...

Slugging
2.06

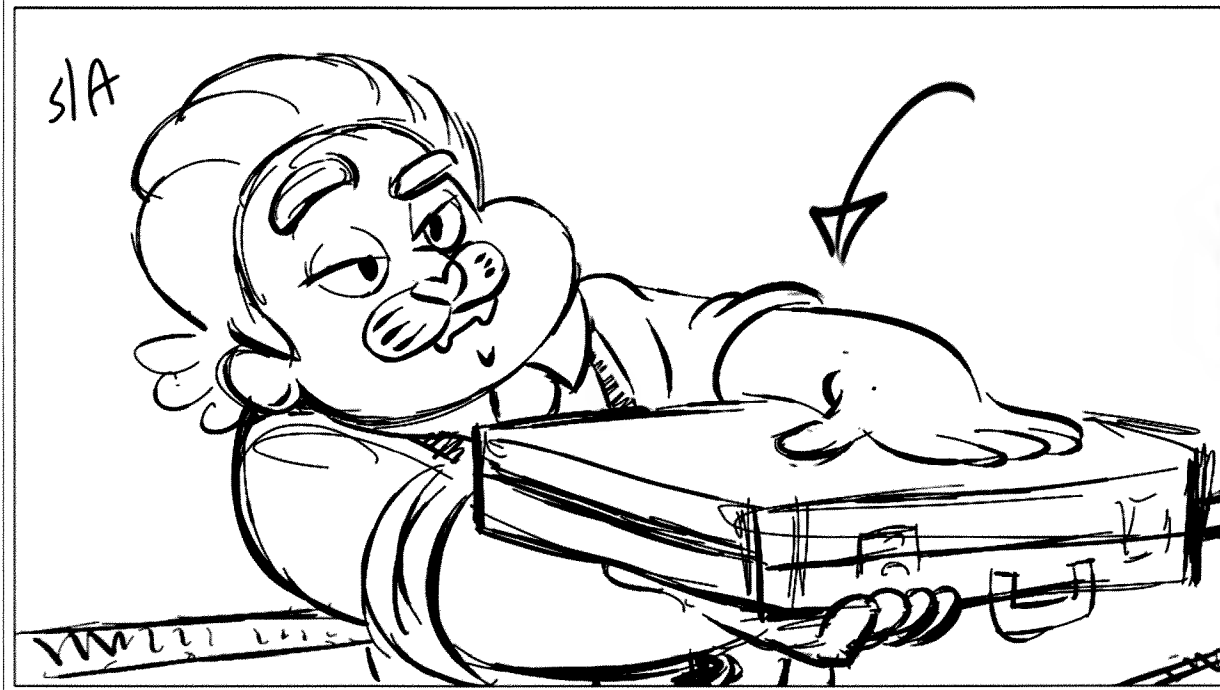
JUL 09 2013

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1020-011

1020-011

Scene	Panel	
99	CONT	3



Dialog

MR. SMILEY (os): ...A BRIBE!

Action Notes

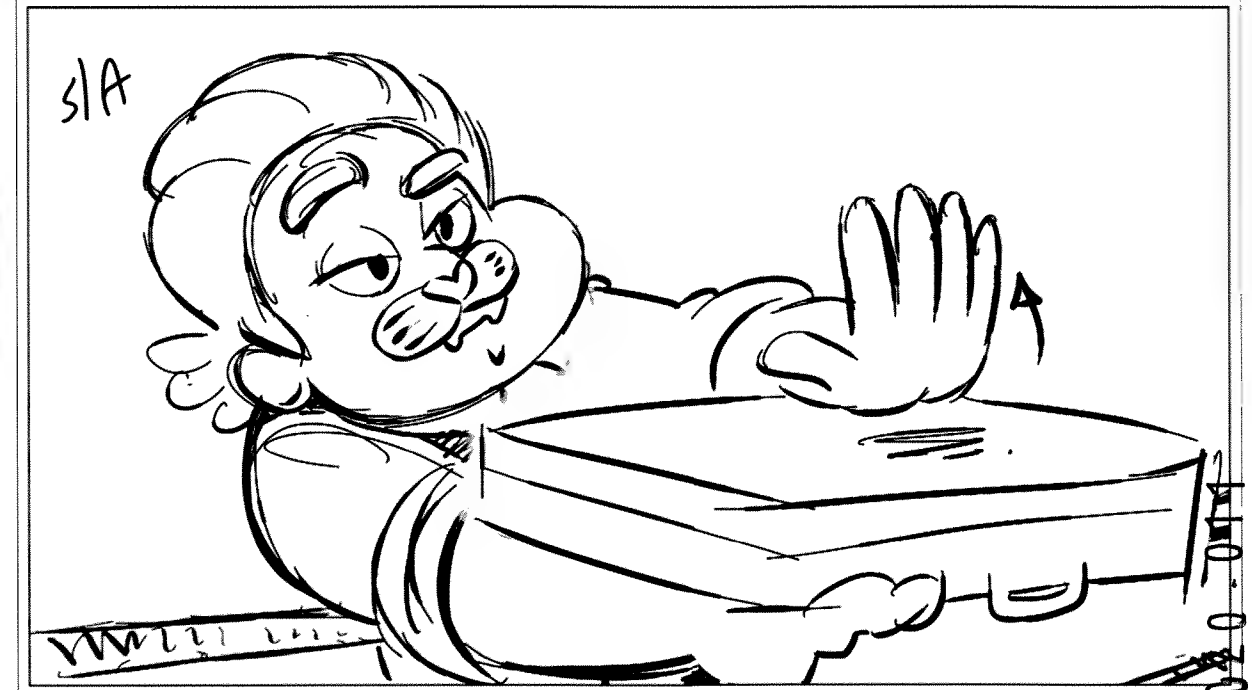
Steven pats breifcase 1A - 1B - 1A - 1B

Slugging

Panels 3 + 4 x 2.5 = 0.15

Total cycle frames: 2.08

Scene	Panel	
99	CONT	4



JUL 09 2013

1020.011

1020.011

Scene	Panel
100	1



Dialog
CHUNK TRUCK: WHY--- WE COULD FILL A THOUSAND POTHOLE WITH....

Action Notes
Chuck Truck IN - approaches suitcase.

Slugging
3.08

Scene	Panel
100	2



Action Notes
Steven opens suitcase - hits Chunk Truck in the face.

Slugging
0.12



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1020.011

Scene	Panel
101	1



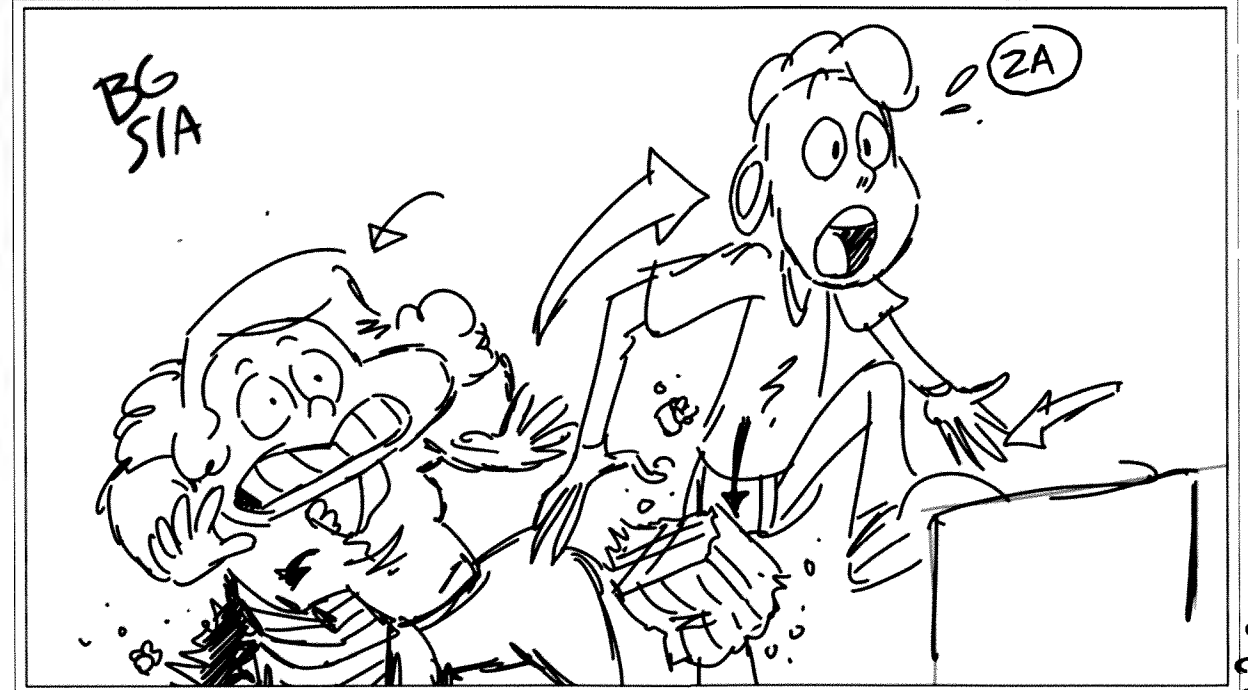
Action Notes

Lars and Sadie with popcorn.

Slugging

0.04

Scene	Panel
101	2



Dialog

LARS: AW SNAP!

Action Notes

Lars shoots up, drops his own popcorn and knocks Sadies popcorn out of her hands.

Slugging

1.11

JUL 09 2013



1020.011

1020.011

1020.011

Scene	Panel
101	CONT 3



Dialog
LARS: DID YOU SEE THAT!?!

Action Notes
Sadie looks down at lost popcorn.

Slugging
0.14

Scene	Panel
101	CONT 4

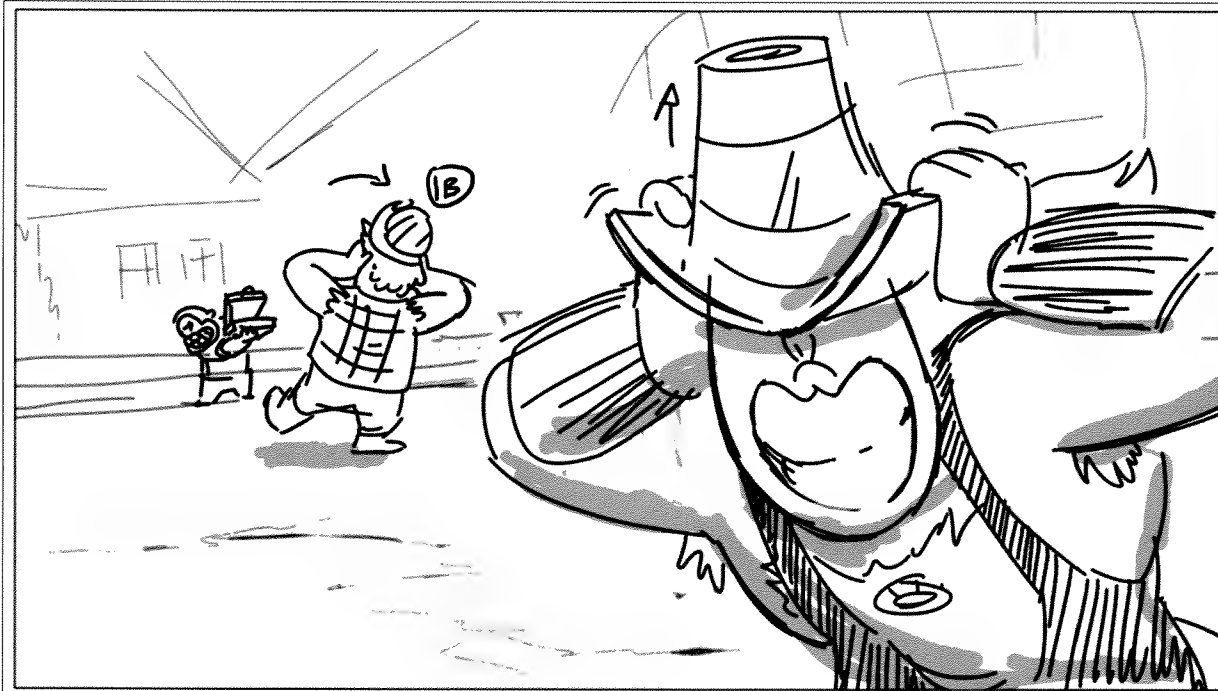


Action Notes
Sadie looks at excited Lars with disapproval.

Slugging
0.15

JUL 09 2013

Scene	Panel
102	1



Dialog

CHUNK TRUCK: <IN PAIN>

Action Notes

Amethyst pulls the traffic cone.

Slugging

0.12



Scene	Panel
102	2



Action Notes

Cone pops off Amethyst. Chunk Truck stubles around.

Slugging

1.01

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1020.011

Scene	Panel
102	CONT 3



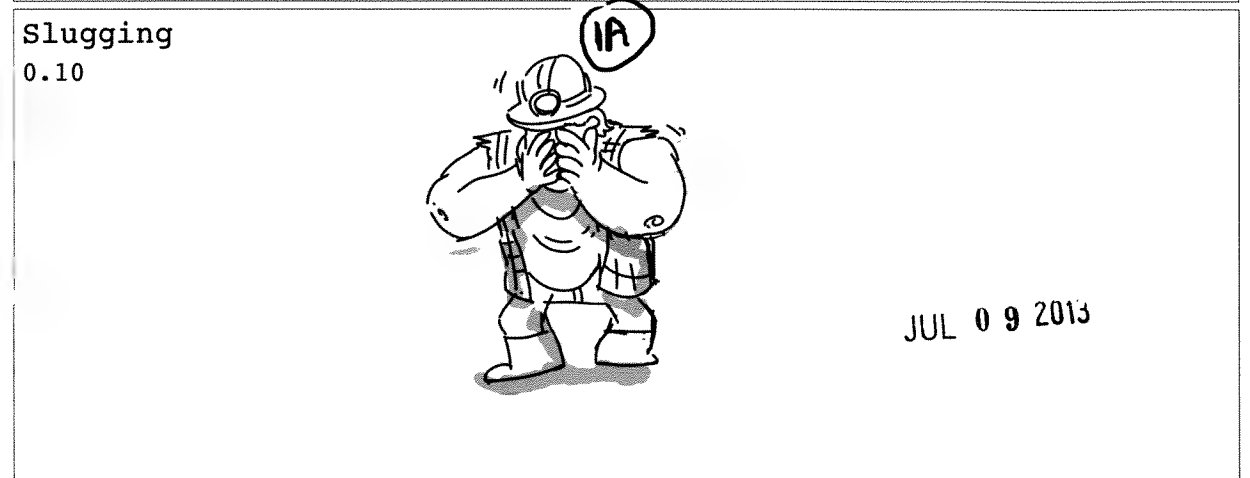
Slugging
0.12

Scene	Panel
103	1



Dialog
CHUNK TRUCK: <IN PAIN>

Slugging
0.10



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1020.011

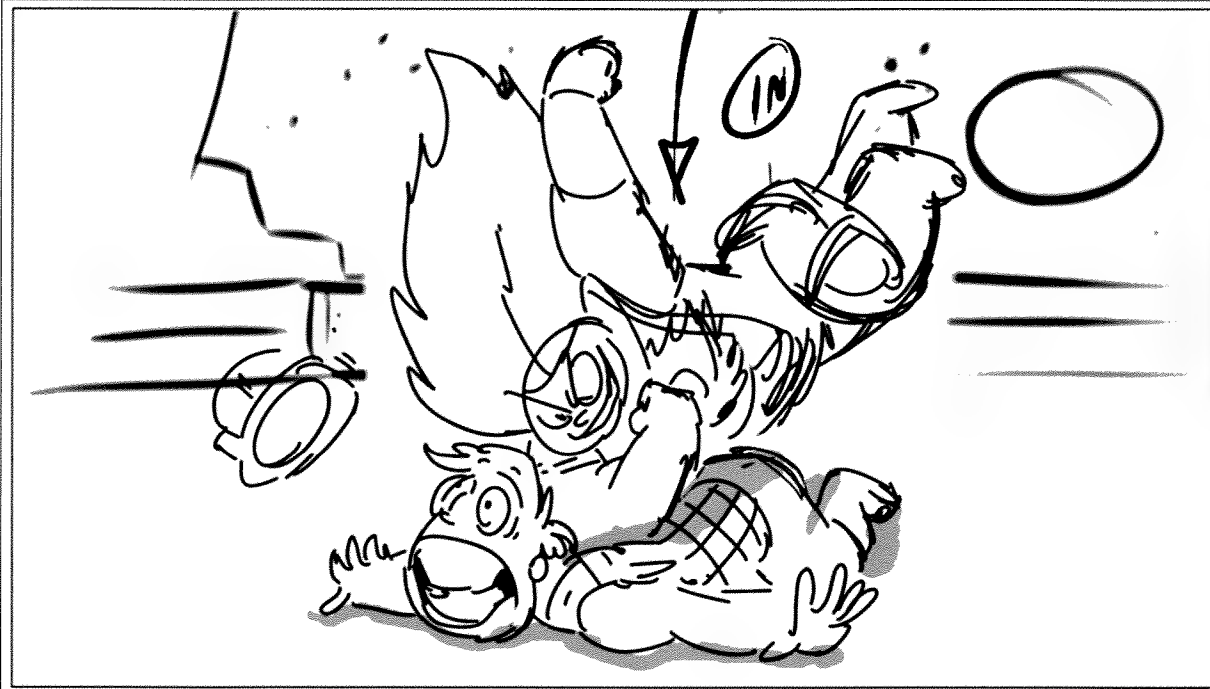
Scene

103

Panel

CONT

2



Dialog

CHUNK TRUCK: <IMPACT> OOOW!

Slugging

0.05

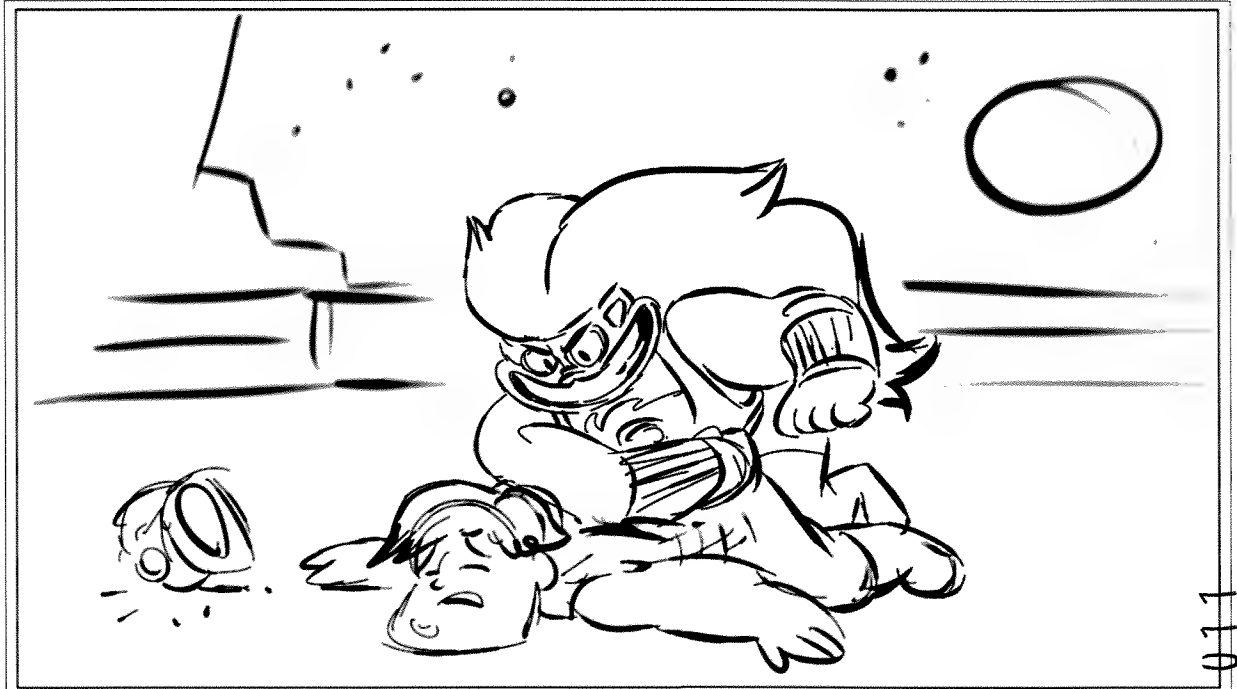
Scene

103

Panel

CONT

3



Dialog

CROWD: <ROARS WITH ANGER >

Slugging

1.06

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1020.011

1020.011

Scene	Panel
104	1



Slugging
0.04

Scene	Panel
104	2

CONT



Dialog
CROWD: <ANGRY WALLA>
MR. SMILEY: OOH!

Slugging
1.00

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1020.011

Scene	Panel
105	1



Dialog

MR. SMILEY (os): ...I MEAN... JUST... WOW...

Action Notes

STEVEN blushes

Slugging

0.06

Scene	Panel
105	2



Action Notes

Steven wave 2A - 2B - 2A - 2B

Slugging

Panels 2 + 3 x 2.5 = 0.12

Total cycle frames: 1.14

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1020.011

1020.011

Scene	Panel
105	CONT 3



Scene	Panel
105	CONT 4



Action Notes

Amethyst hand IN grabs Steven's hand.

Slugging

0.06

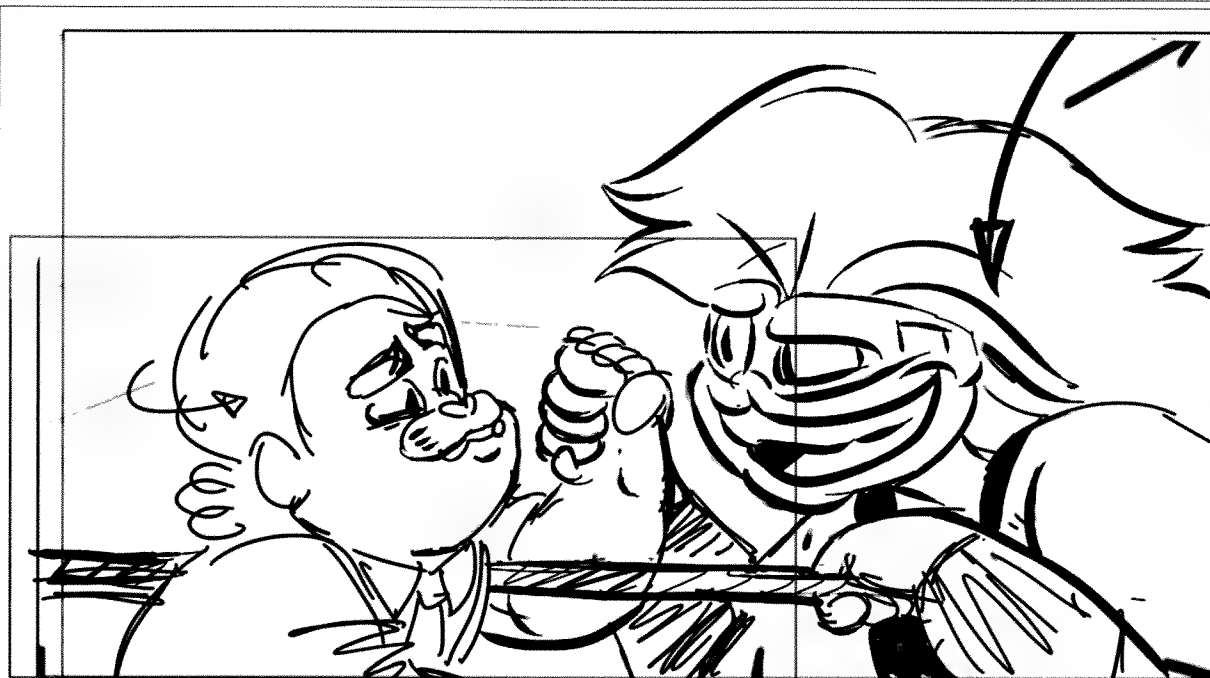
JUL 09 2011

1020.011

1020.011

1020.011

Scene	Panel
105	CONT 5



Dialog

AMETHYST: WAY TO GO TIGER!

Action Notes

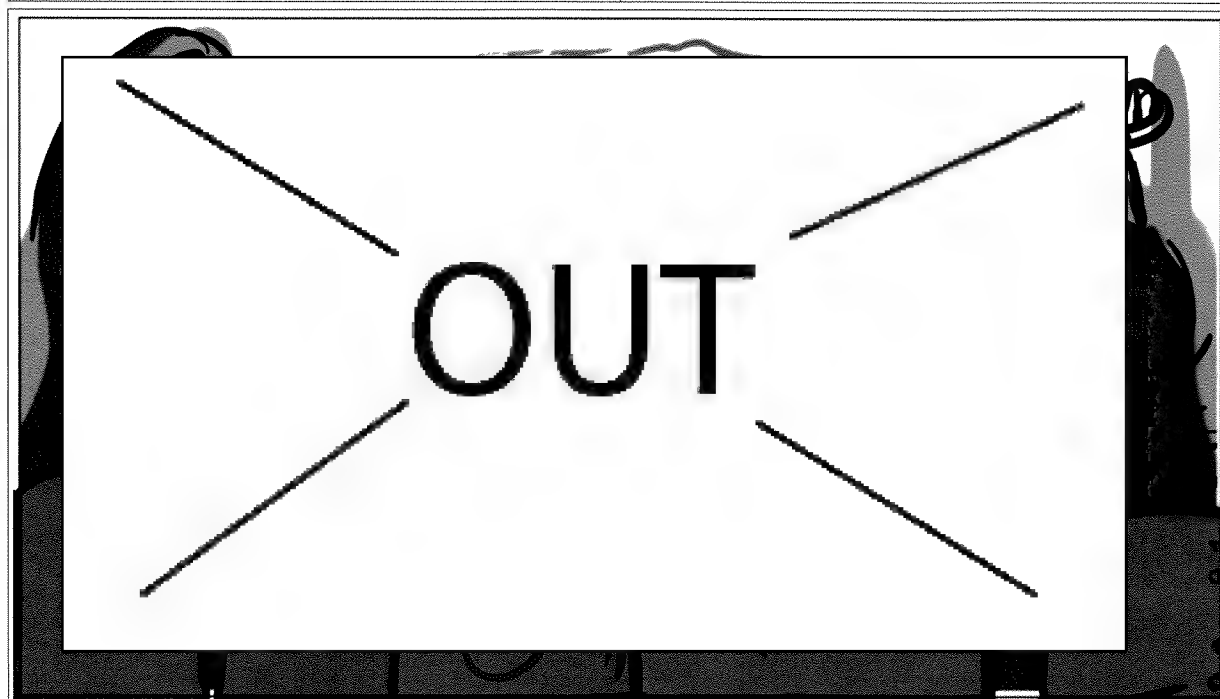
T.O. - Amethyst bends down into scene.

Slugging

ADJ: 0.05

Then HOLD: 2.02

Scene	Panel
106	1

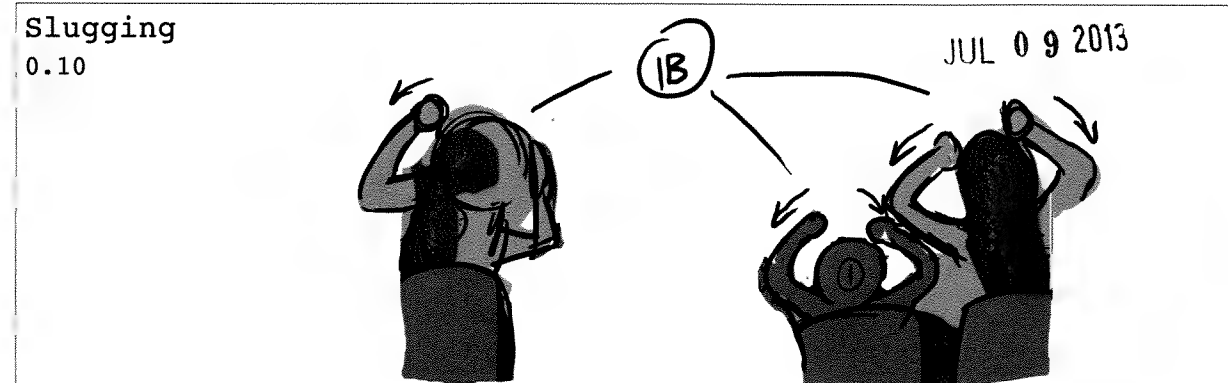


Dialog

CROWD: <ROARS WITH ANGER > <BOOING>

Action Notes

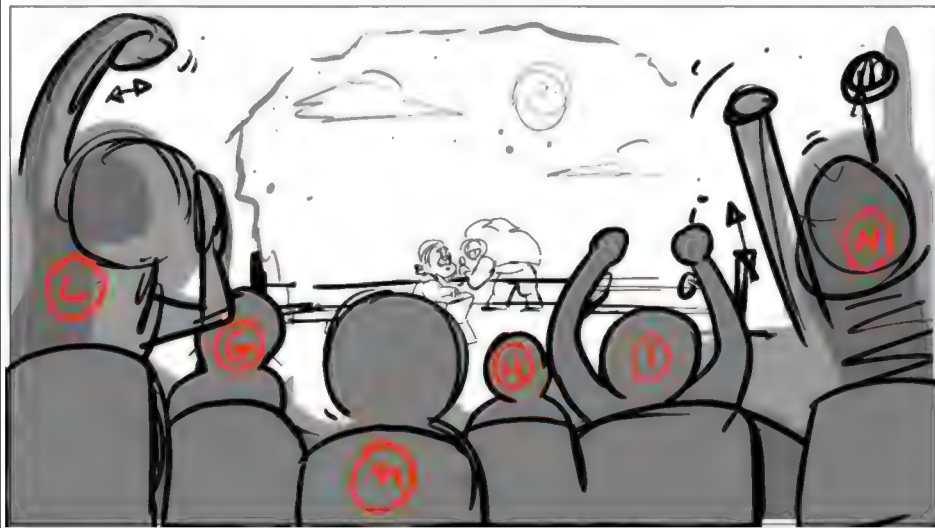
Amethyst holds Steven up triumphantly in front of the cheering crowds.



Slugging

0.10

Scene	Duration	Panel	Duration
106	06:00	1	01:00



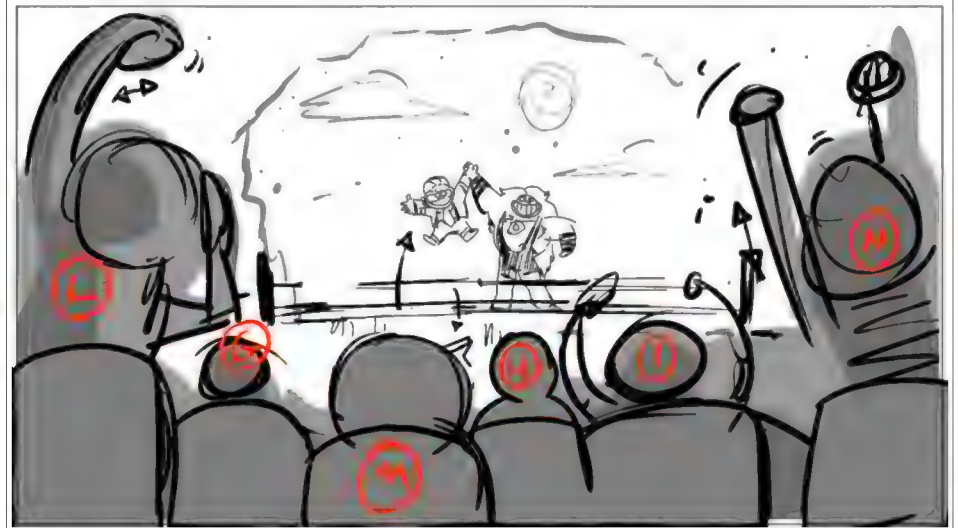
Dialog

CROWD: <ROARS WITH ANGER >
<BOOING>

Action Notes

Amethyst holds Steven up triumphantly in front of the cheering crowds.

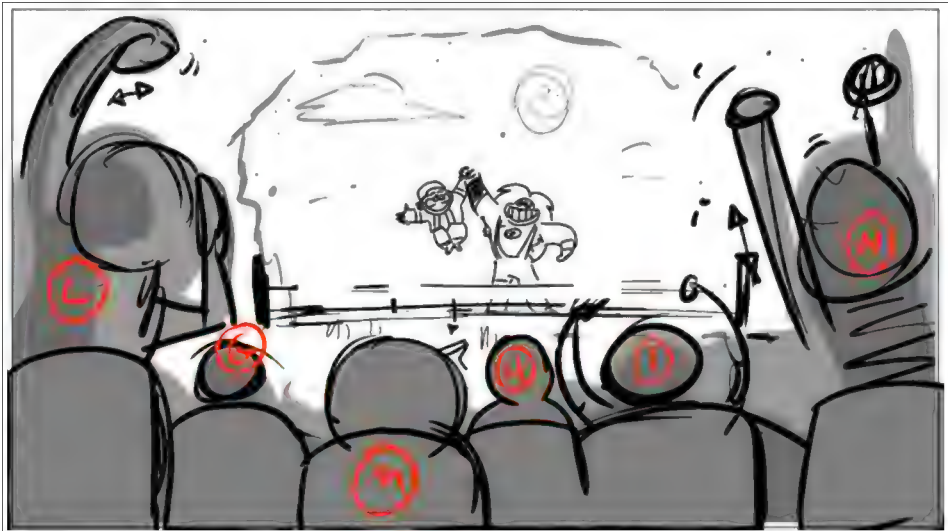
Scene	Duration	Panel	Duration
106	06:00	2	01:00



Dialog

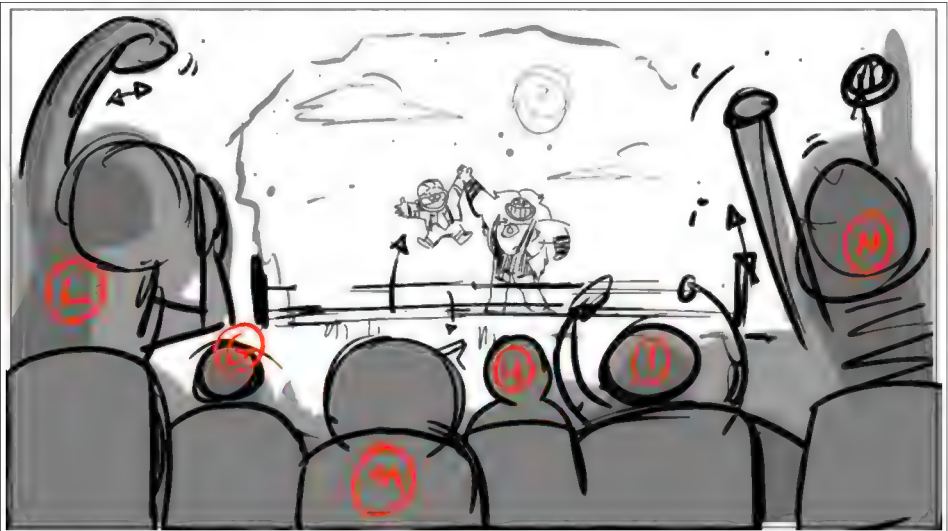
CROWD: <ROARS WITH ANGER >
<BOOING>

Scene	Duration	Panel	Duration
106	06:00	3	01:00



Dialog
CROWD: <ROARS WITH ANGER >
<BOOING>

Scene	Duration	Panel	Duration
106	06:00	4	01:00



Dialog
CROWD: <ROARS WITH ANGER >
<BOOING>

Scene	Duration	Panel	Duration
106	06:00	5	01:00



Dialog

CROWD: <ROARS WITH ANGER >
<BOOING>

Action Notes

Star wipe

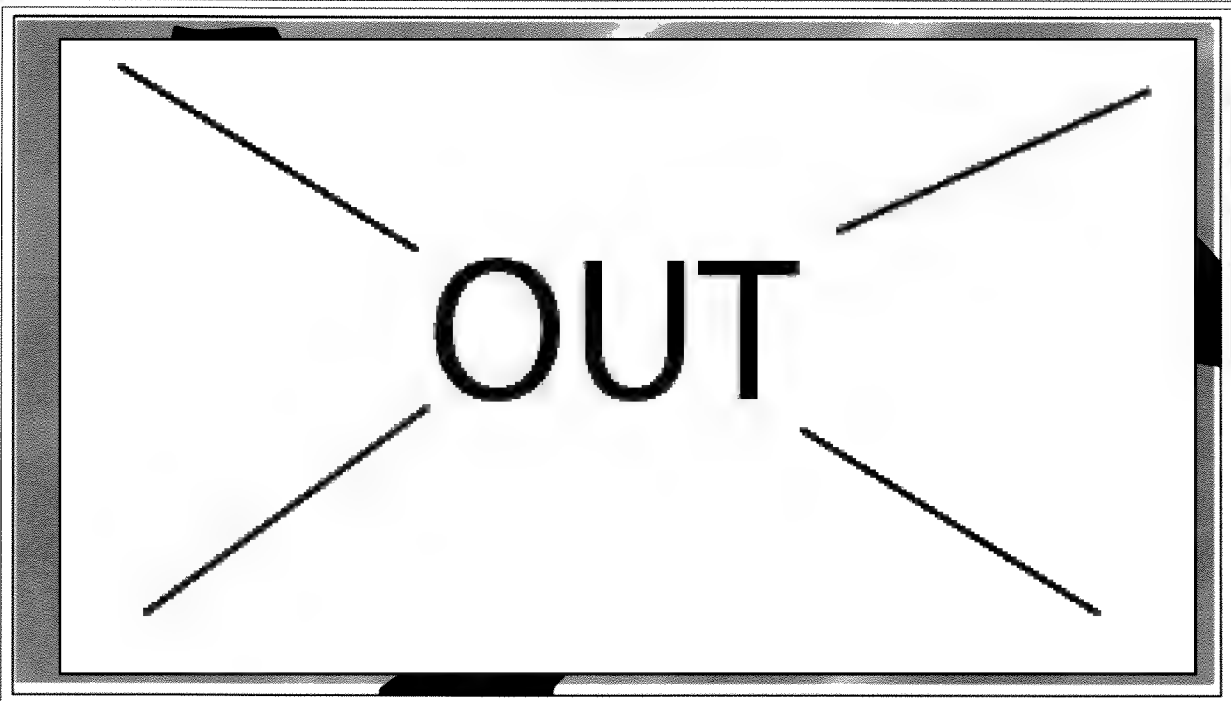
Scene	Duration	Panel	Duration
106	06:00	6	01:00



Dialog

CROWD: <ROARS WITH ANGER >
<BOOING>

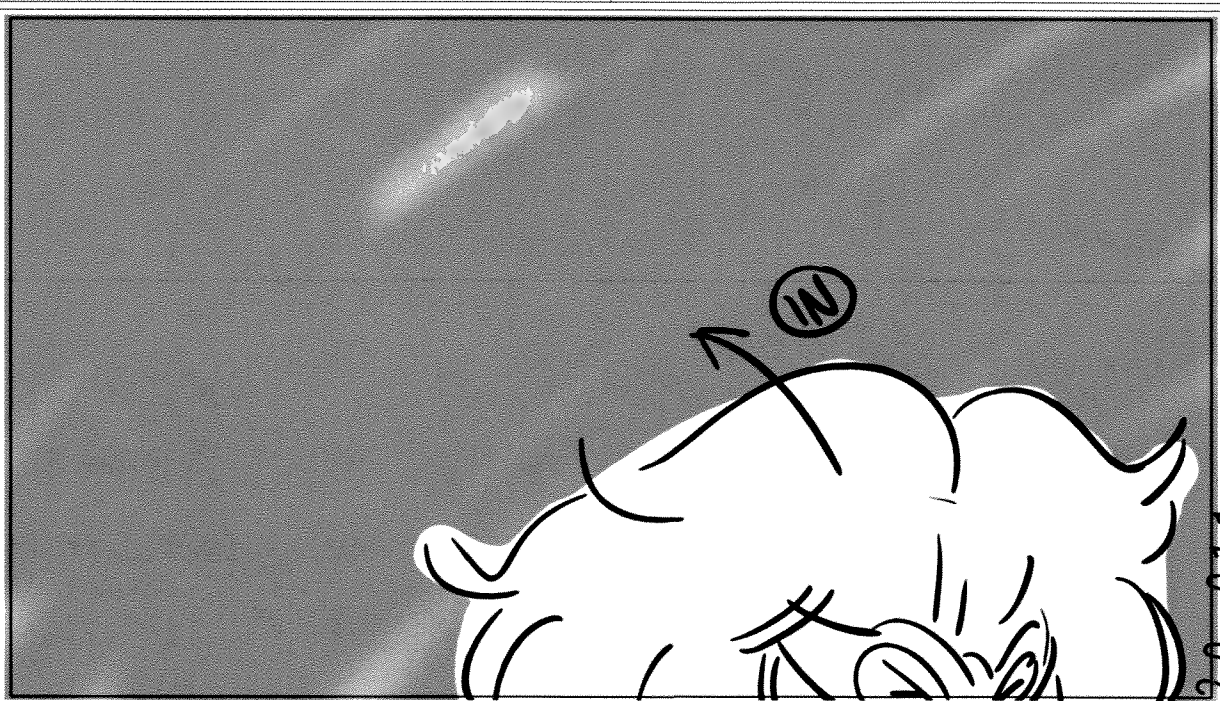
Scene	Panel
106	6



Dialog
CROWD: <ROARS WITH ANGER > <BOOING>

Slugging
0.06

Scene	Panel
107	1



Action Notes
Amethyst IN with boot in teeth.

Slugging
Panels 1 + 2 = 0.08

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1020.011

Scene 107 Panel 2
CONT



Action Notes
Amethyst IN with boot in teeth.

Scene 107 Panel 3
CONT



Action Notes
Pulls boot off the foot. Foot falls back off screen right.

Slugging
0.12

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1020.011

1020.011

1020.011

Scene	Panel
108	1



Action Notes

While Amethyst shakes boot / wrestler runs away.

Slugging

Panels 1 + 2 = 0.04

Scene	Panel
108	2

CONT



Action Notes

While Amethyst shakes boot / wrestler runs away.

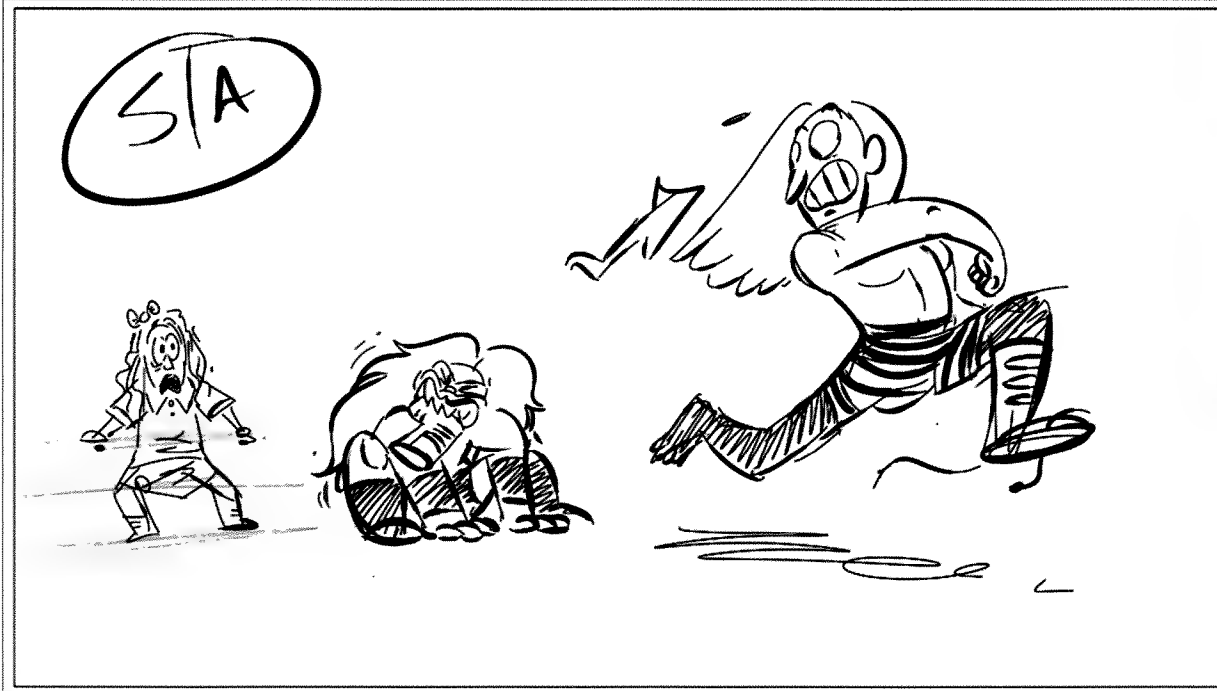
JUL 09 2013

1020.011

1020.011

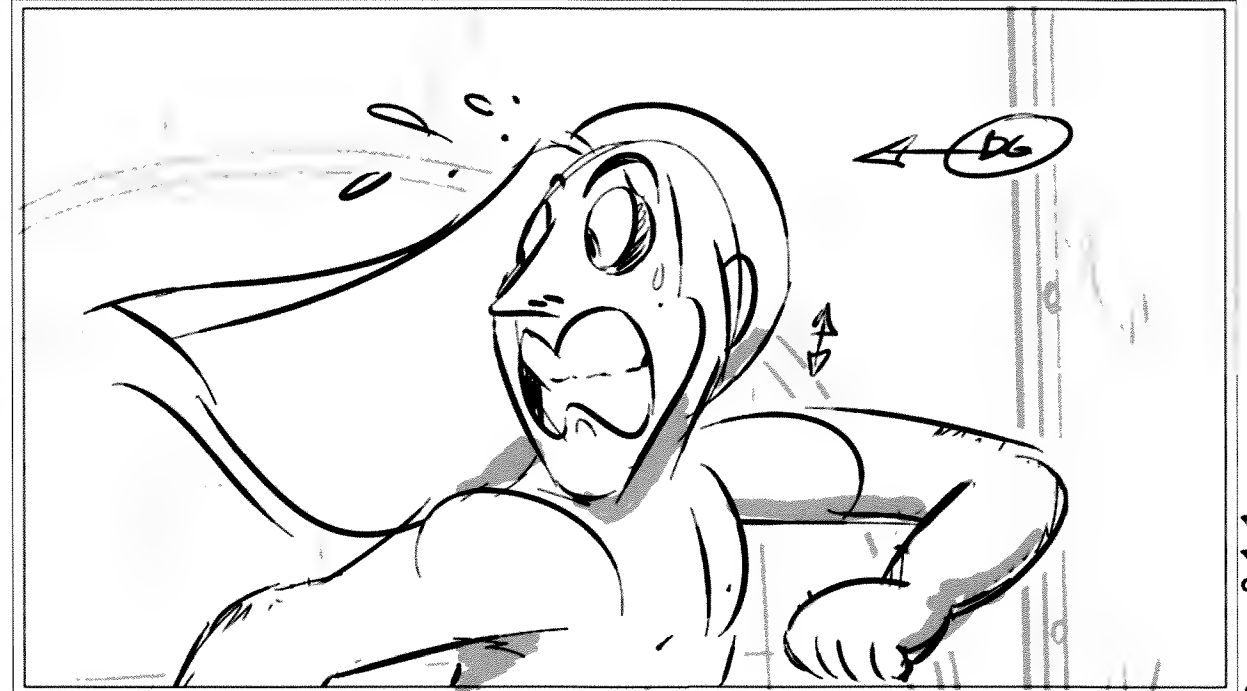
1020.011

Scene	Panel
108	3 <i>CONT</i>



Slugging
0.09

Scene	Panel
109	1



Action Notes
Wrestler is running. BG pans screen right to left.

Slugging
0.15

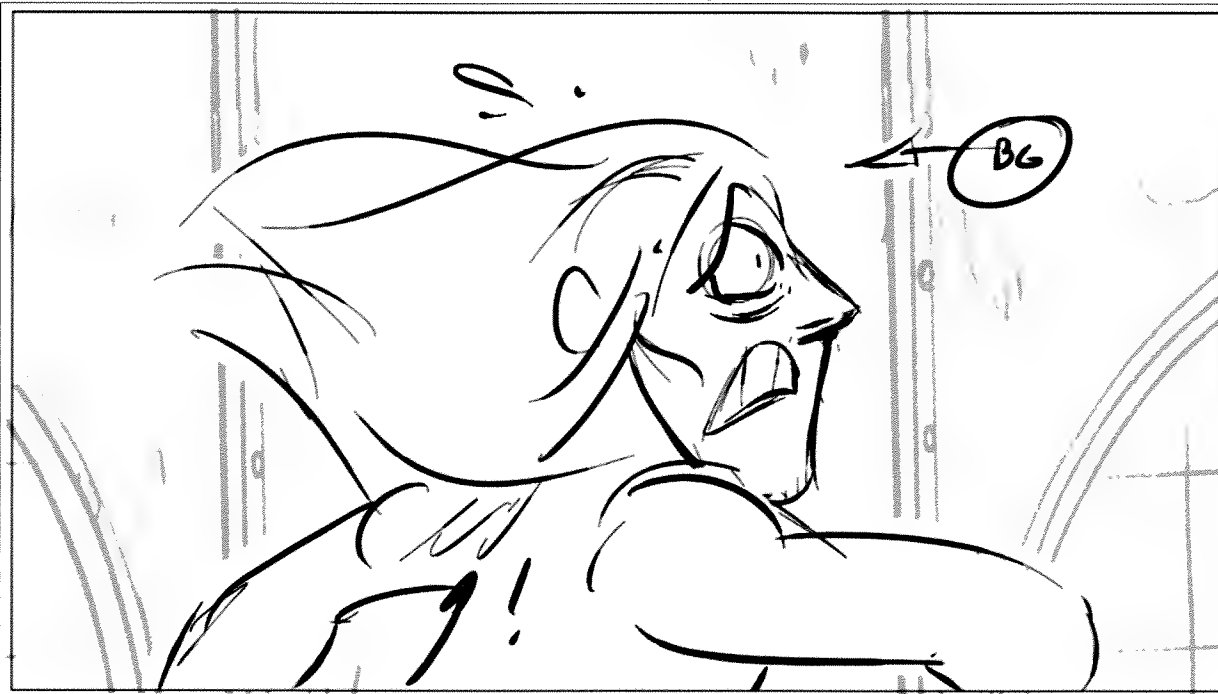
JUL 09 20

1020.011

1020.011

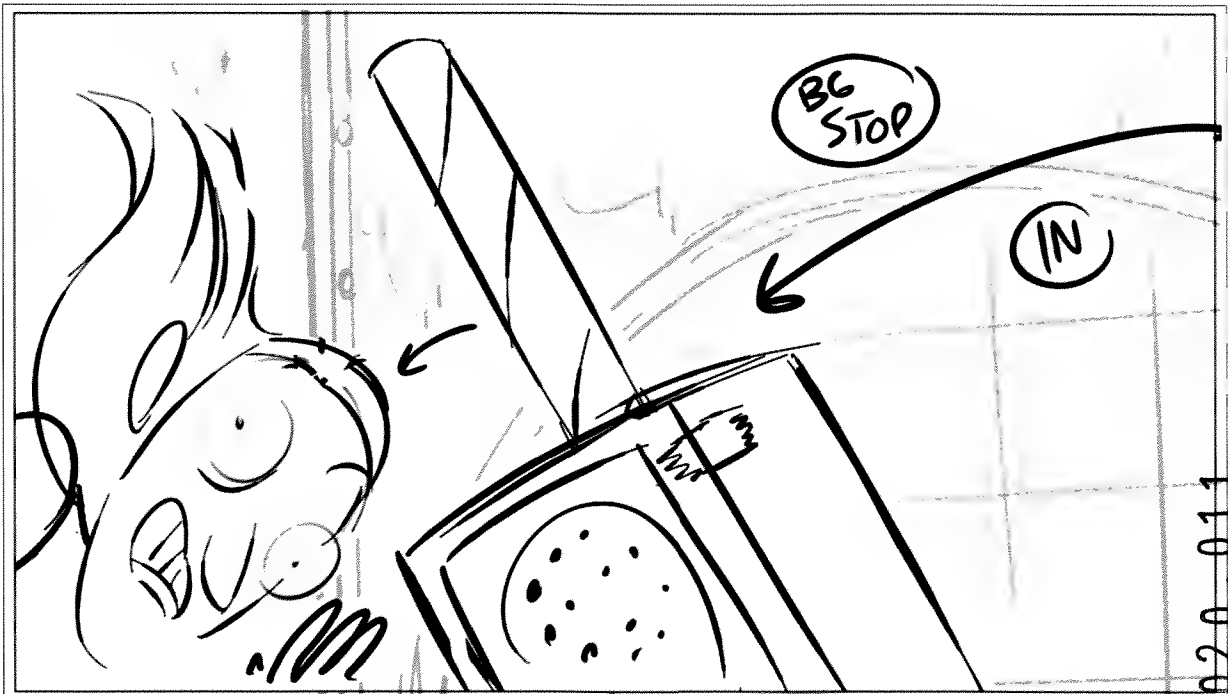
1020.011

Scene 109 Panel 2
CONT



Slugging
0.06

Scene 109 Panel 3
CONT



Action Notes
STOP BG PAN

Phone prop IN hits wrestler in the head.

Slugging
0.10

JUL 09 2013

1020.011

1020.011

1020.011

Scene	Panel
110	1



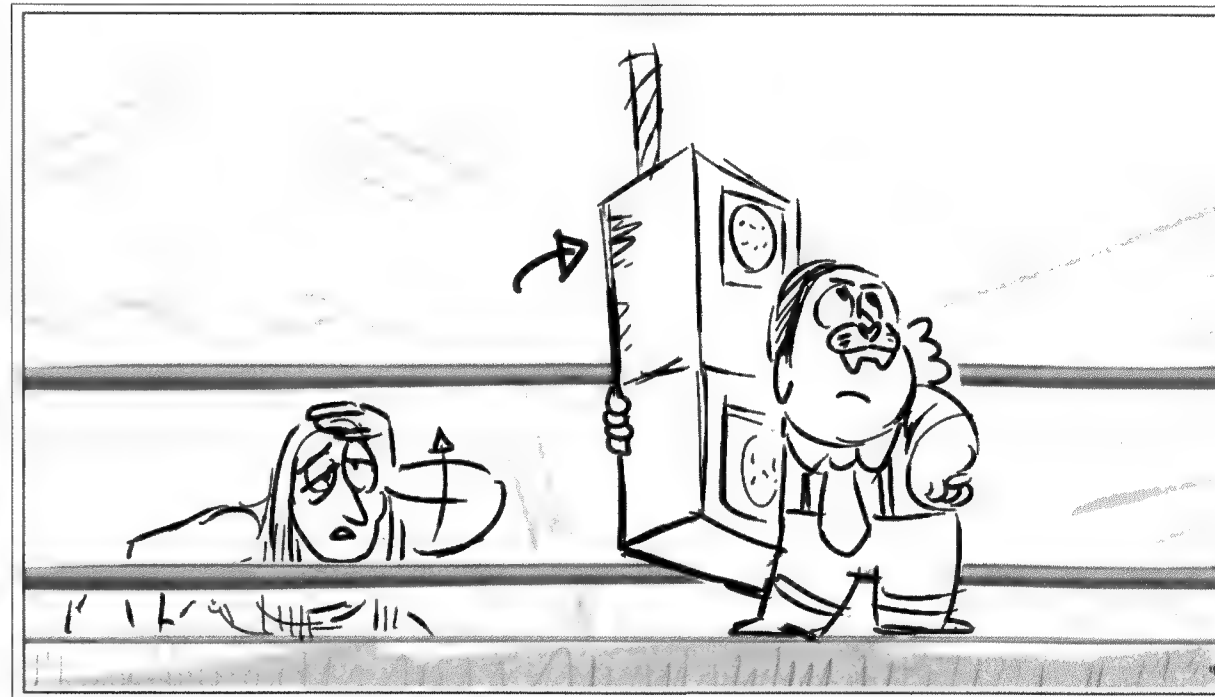
Action Notes

-SP- Camera cut wide.

Slugging

0.04

Scene	Panel
110	2



Action Notes

Steven stands impatiently with prop phone.

Slugging

1.03

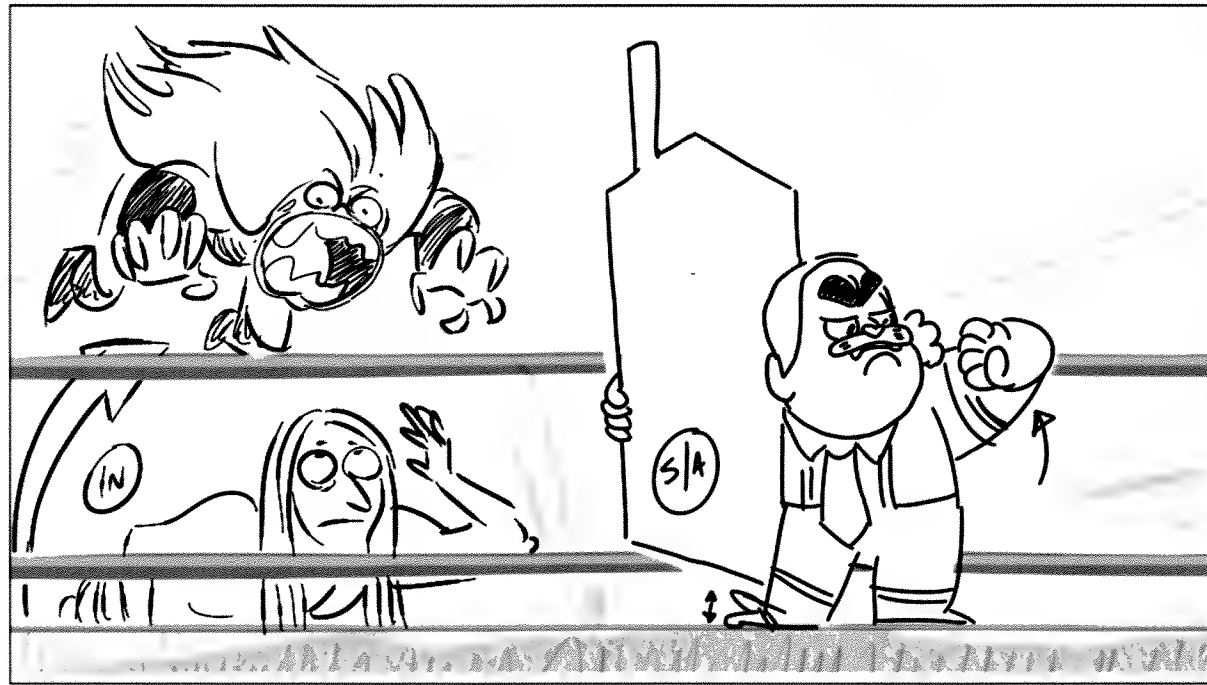
JUL 09 2013

1020.011

1020.011

1020.011

Scene 110 Panel 3



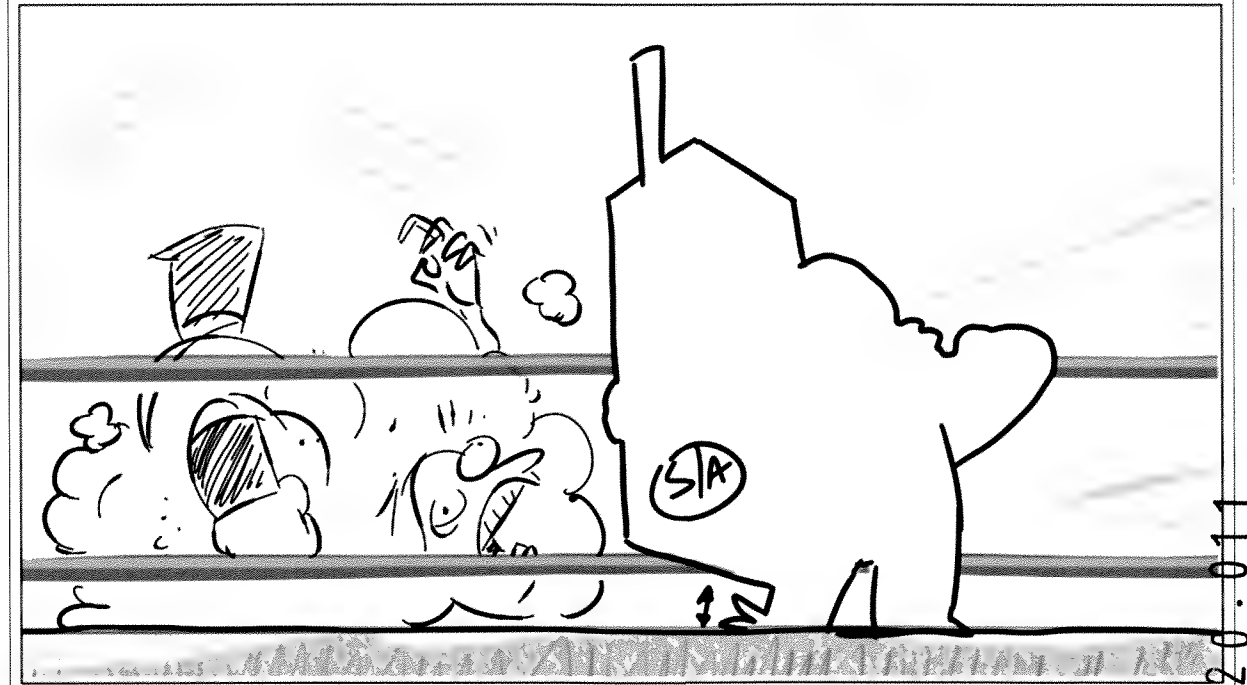
Action Notes

Amethyst jumps IN over Goth wrestler.

Slugging

0.06

Scene 110 Panel 4



Action Notes

Amethyst pummels wrestler in ring.

Slugging

0.09

JUL 09 2011

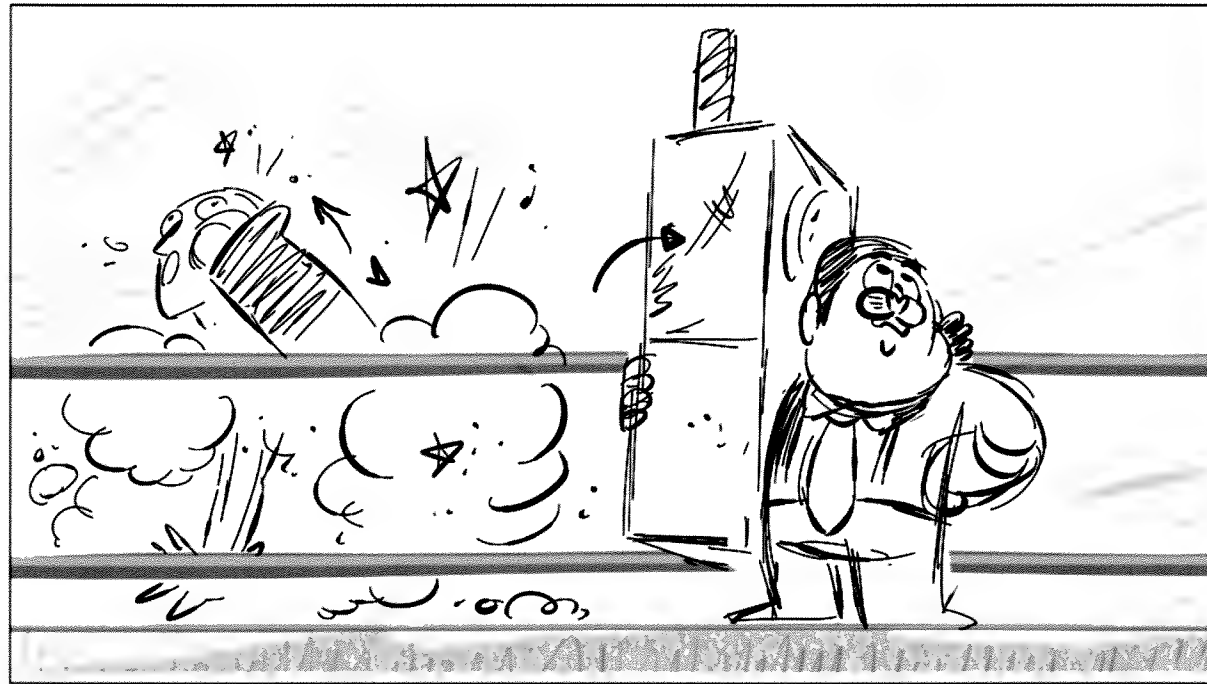
1020.011

1020.011

1020.011

Scene	Panel
110	<i>CONT</i>

5



Slugging

Panels 5 + 6 = 1.02

Scene	Panel
110	<i>CONT</i>

6



JUL 09 2013

1020.011

1020.011

1020.011

Scene	Panel
111	1

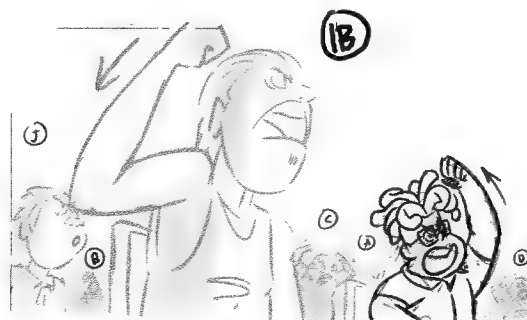


Action Notes

Crowd shaking and booing.

Slugging

2.05



Scene	Panel
112	1



Action Notes

START POSE

Slugging

Panels 1 + 2 = 0.11

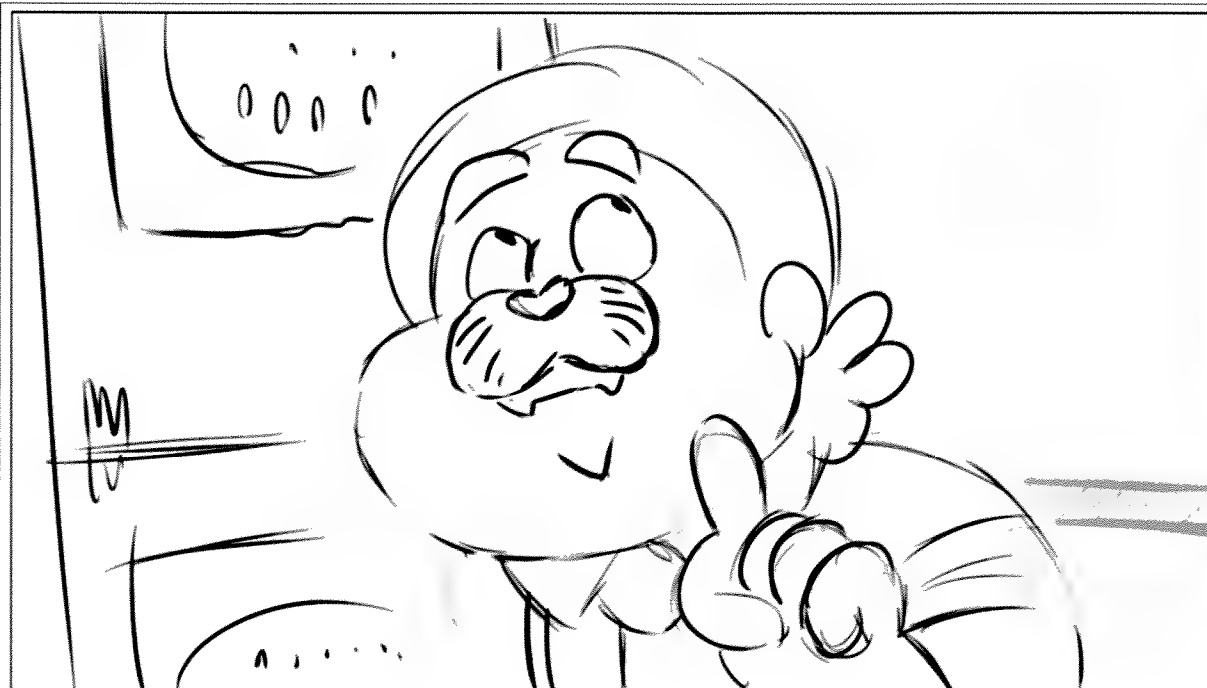
JUL 09 2013

1020.011

1020.011

1020.011

Scene	Panel
112	CONT 2



Scene	Panel
112	CONT 3



Action Notes
Wipe to next scene.

Slugging
1.02

JUL 09 2013

1020.011

1020.011

1020.011

Scene	Panel
113	1



Action Notes

Garnet and Pearl approach warp pad.

Slugging

0.11

Scene	Panel
113	2



Action Notes

Garnet and Pearl approach warp pad.

Slugging

Panels 2 + 3 = 0.05

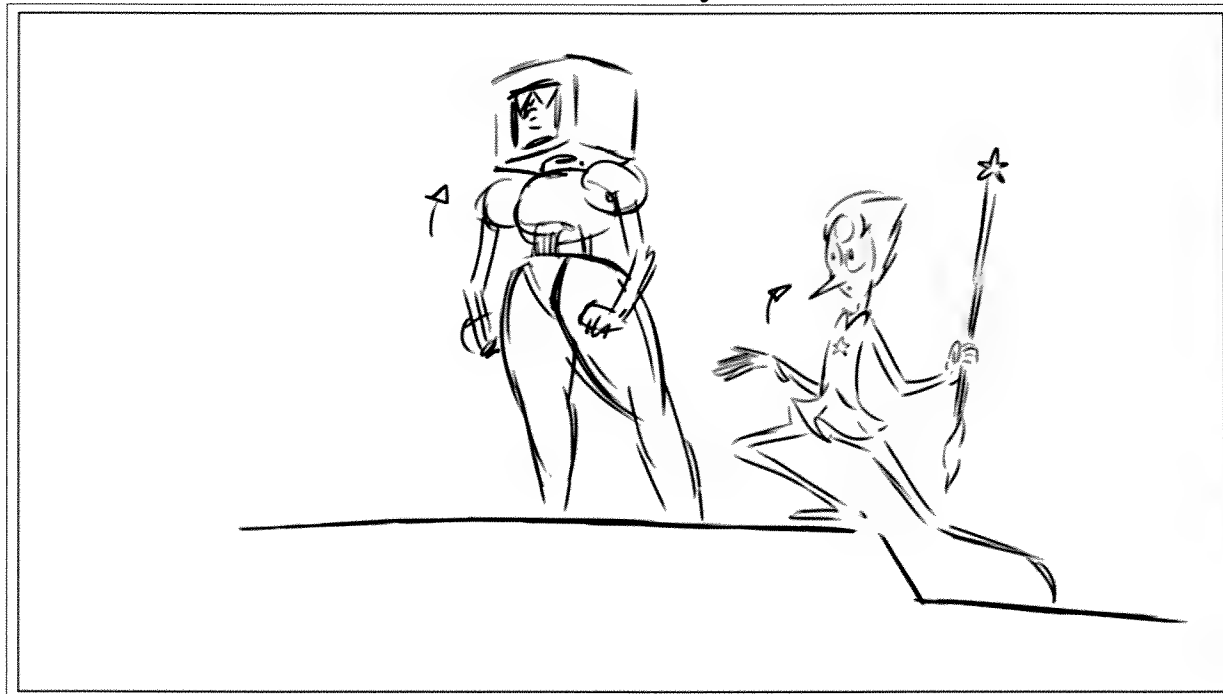
JUL 09 2013

1020.011

1020.011

1020.011

Scene 113 Panel 3



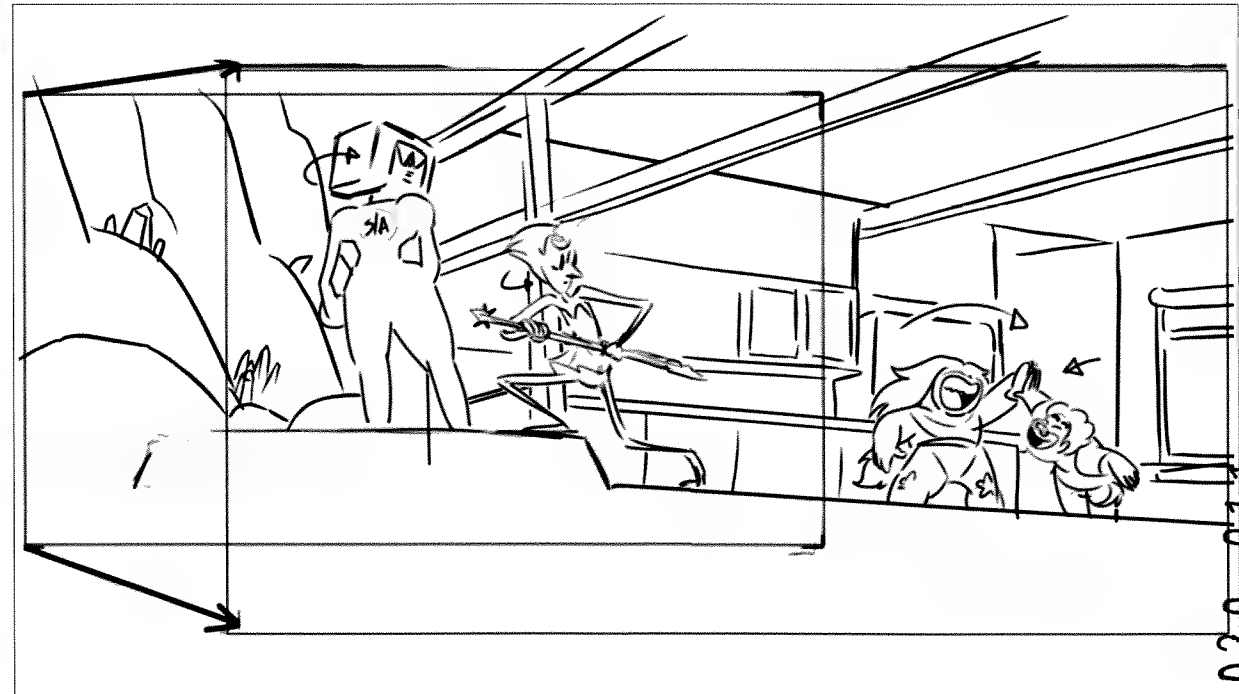
Dialog

SFX: <CLAP>

Action Notes

React to "CLAP" sound.

Scene 113 Panel 4



Action Notes

T.O. to reveal Amethyst and Steven Hi-fiving.

Slugging

HOLD: 0.06

Then ADJ: 0.04

Then HOLD: 0.05

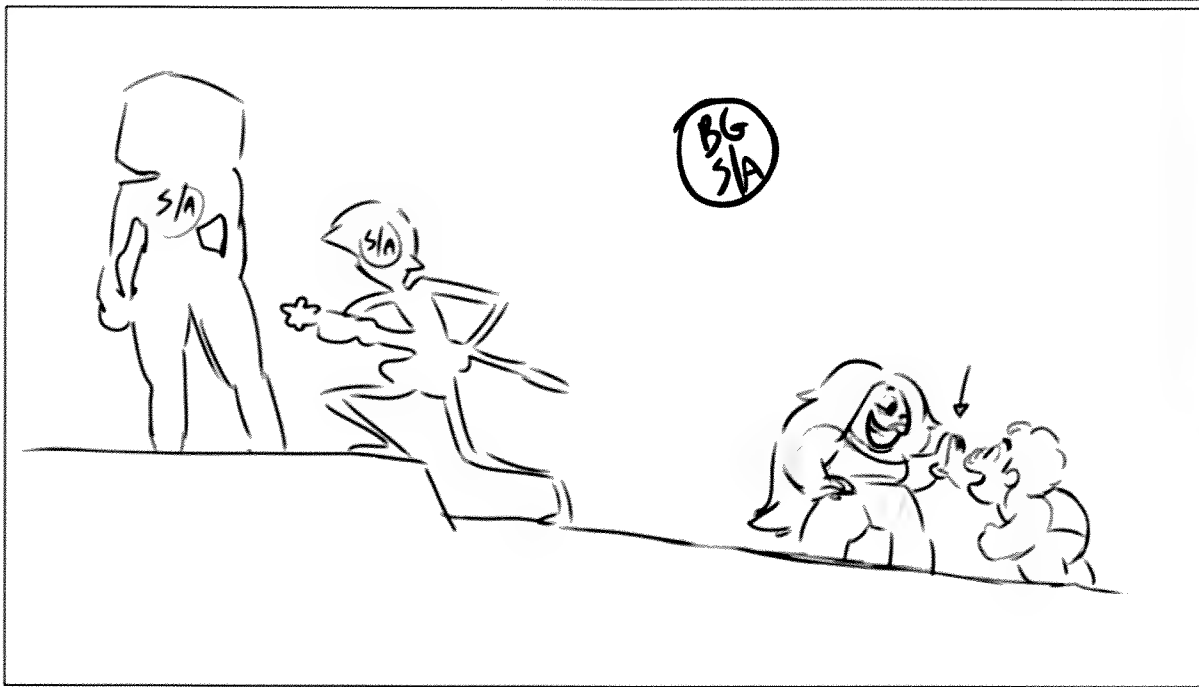
JUL 09 2015

1020.011

1020.011

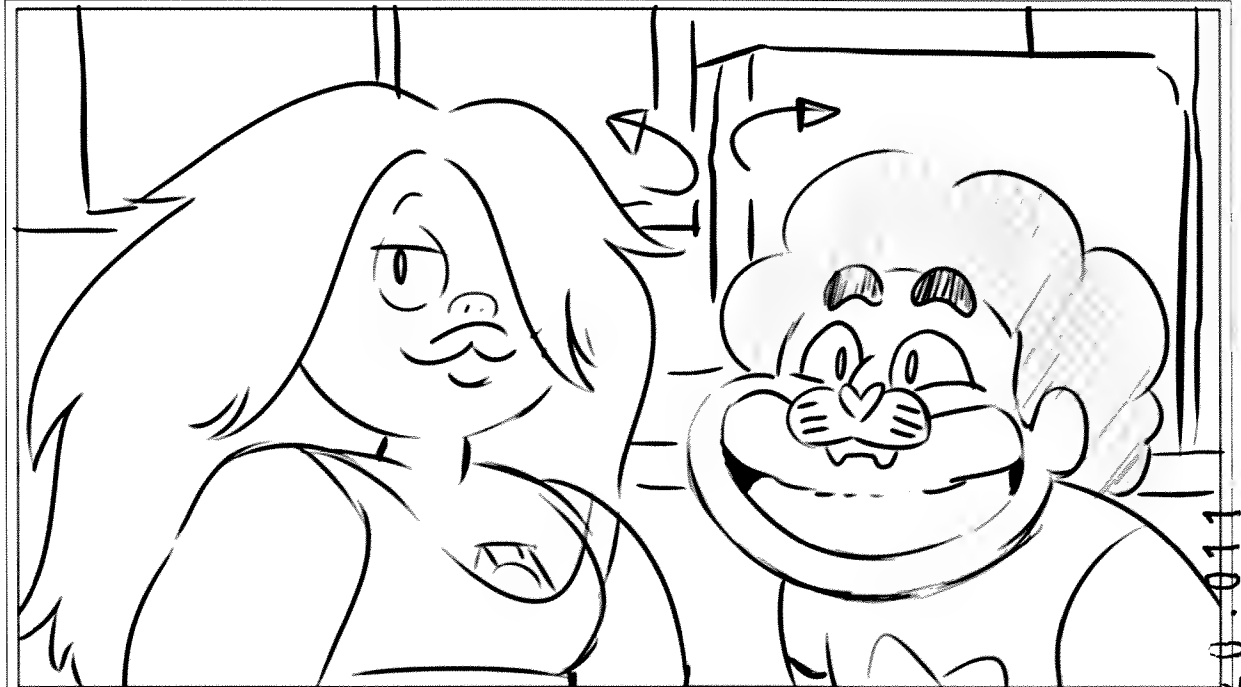
1020.011

Scene	Panel
113	CONT 5



Slugging
1.01

Scene	Panel
114	1



Action Notes
Amethyst and Steven look O/S

Slugging
0.09

Notes
H.U. to previous scene. Amethyst/Steven Hi-five, or finish hi-five in previous scene., and HU to here.

JUL 09 2013

1020.011

1020.011

1020.011

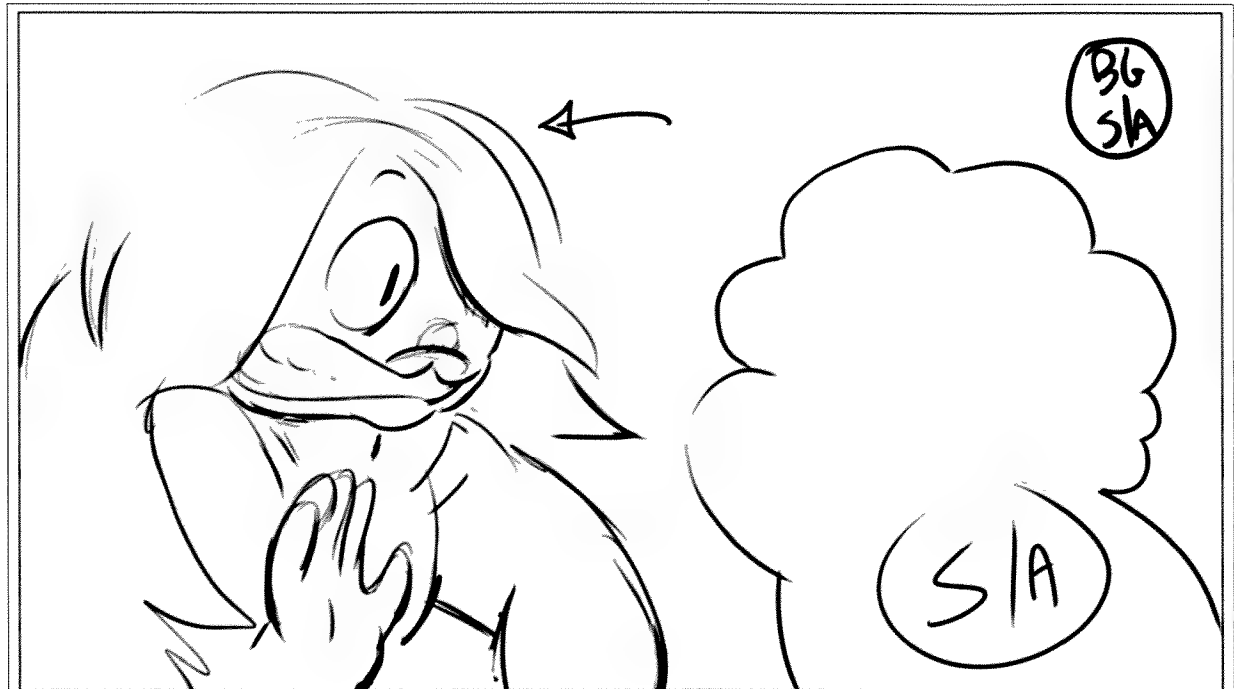
Scene	Panel
114	2



Action Notes
Amethyst glances at Steven.

Slugging
0.09

Scene	Panel
114	3



Action Notes
Amethyst notices mask.

Slugging
0.06

JUL 09 2013

1020.011

1020.011

1020.011

Scene 114 Panel 4
CONT



Action Notes
Amethyst covers Steven's face.

Slugging
0.06

Scene 114 Panel 5
CONT



Slugging
1.00

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1020.011

1020.011

1020.011

Scene	Panel
114	CONT



Action Notes

Amethyst walks off screen right, moving Steven with her.

Slugging

0.07

Scene	Panel
114	CONT



Action Notes

Amethyst OUT.

Slugging

1.05

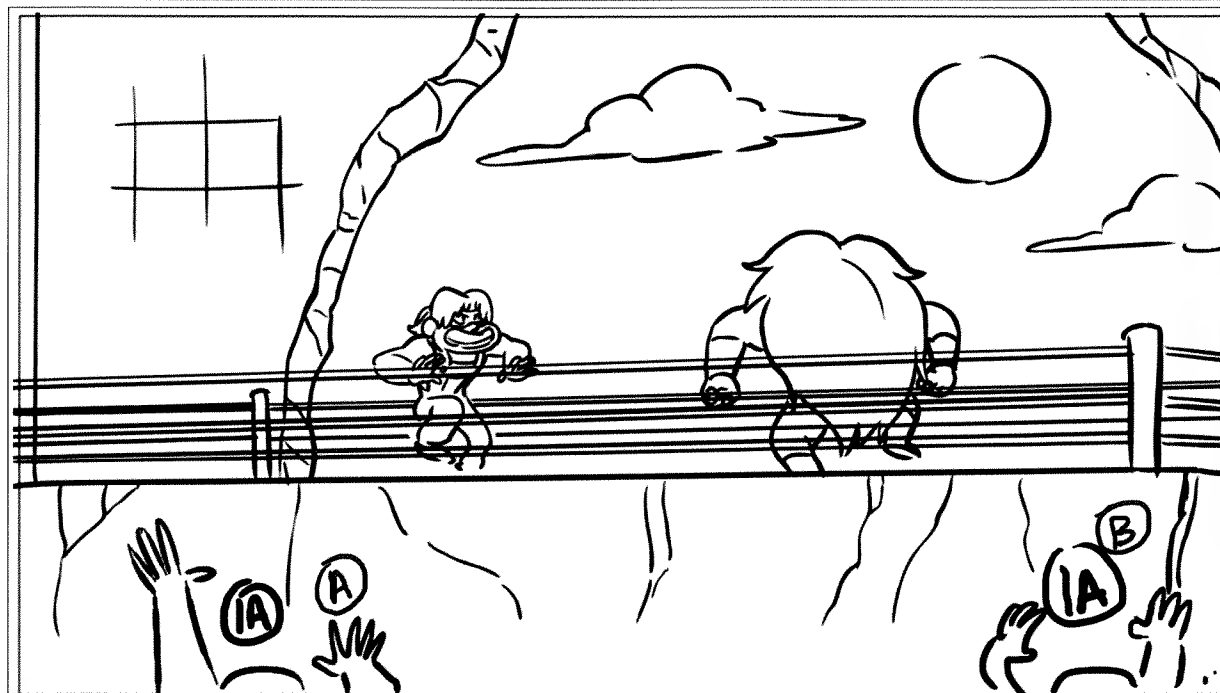
JUL 09 2013

1020.011

1020.011

1020.011

Scene 115 Panel 1

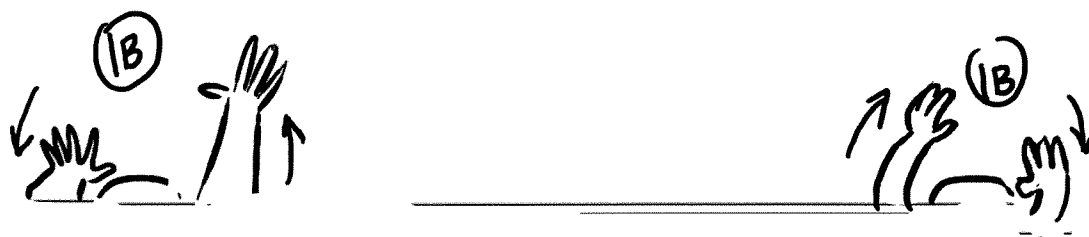


Action Notes

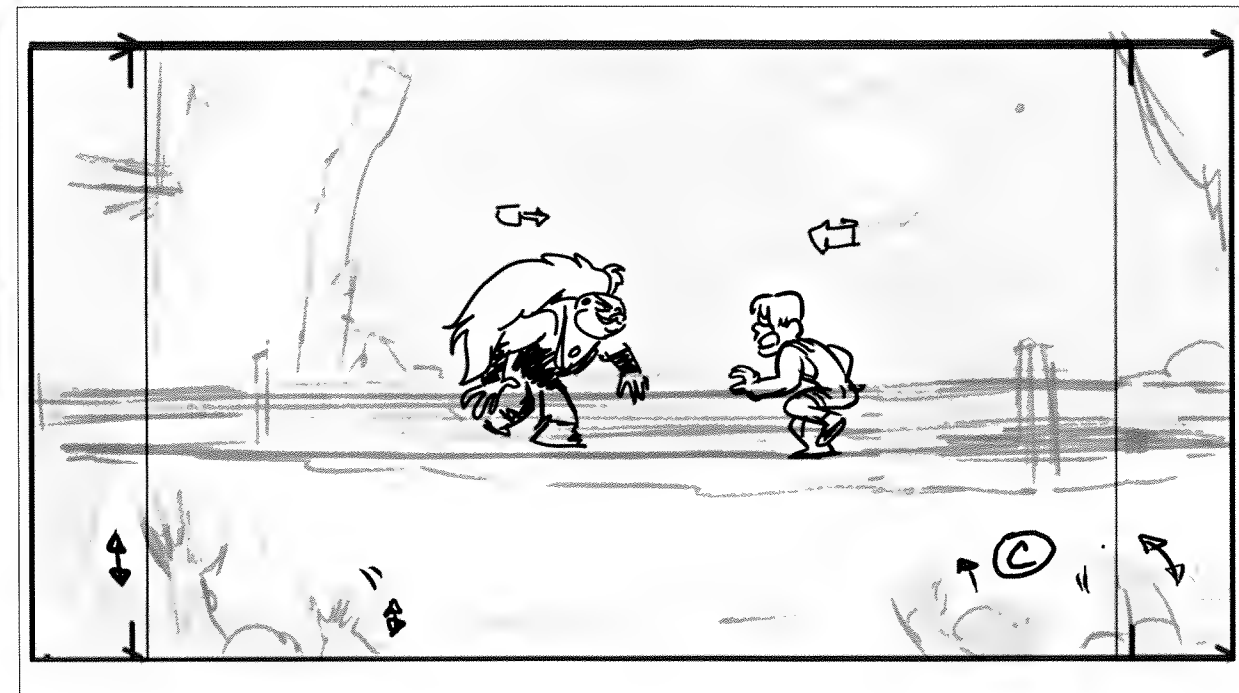
-SP-

Slugging

0.04



Scene 115 Panel 2



Action Notes

Amethyst and wrestler circle each other.

Crowds waves hands in the air cheering!

Slugging

ADJ: 1.07

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1020.011

1020.011

Scene	Panel
116	1



Action Notes

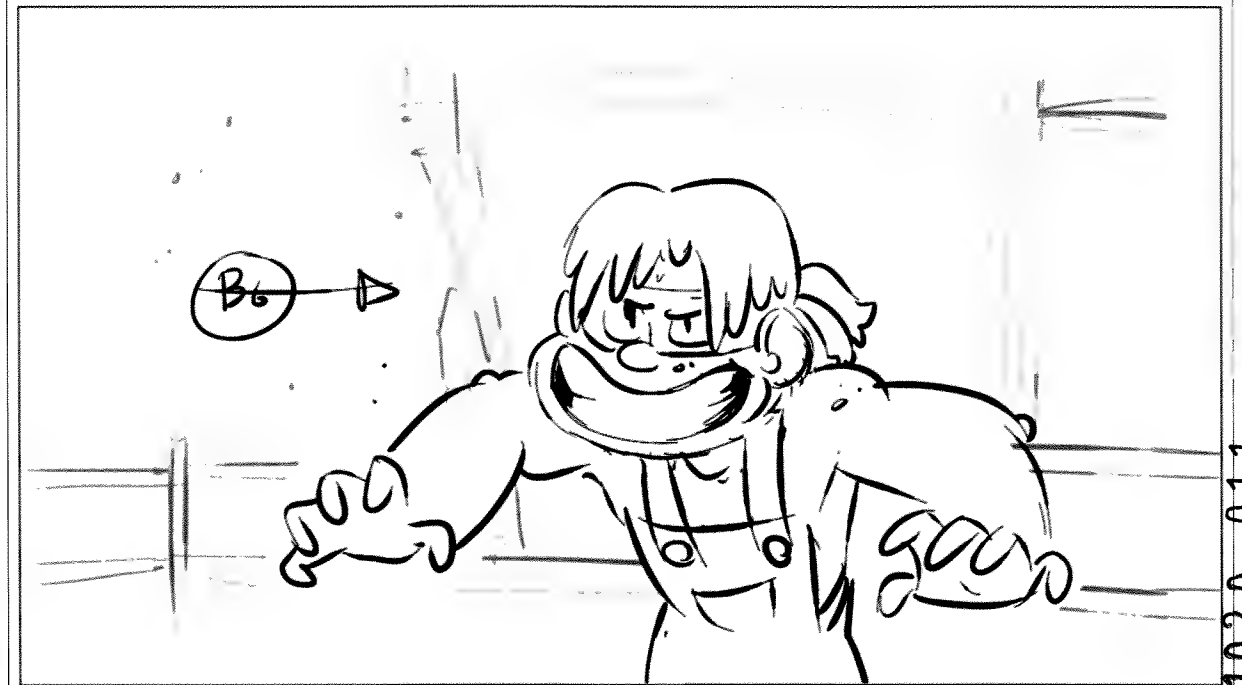
Puma circles opponent.

BG pans screen right to left.

Slugging

1.06

Scene	Panel
117	1



Action Notes

Marmalade boy circles Amethyst.

BG moves screen left to right.

Slugging

1.05

JUL 09 2013

1020.011

1020.011

1020.011

Scene	Panel
117	CONT 2



Action Notes
Coconut flies in IN screen left.

Slugging
0.03

Scene	Panel
117	CONT 3



Slugging
0.03

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1020.011

Scene 117 Panel 4
CONT



Slugging
0.03

Scene 117 Panel 5
CONT



Action Notes
Coconut falls OUT of the scene.

Slugging
0.07

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1020.011

1020.011

1020.011

Scene	Panel
117	CONT
	6



Action Notes
Another coconut flies IN screen left.

Slugging
0.04

Scene	Panel
117	CONT
	7



Slugging
0.03

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1020.011

1020.011

Scene 117 Panel 8
CONT



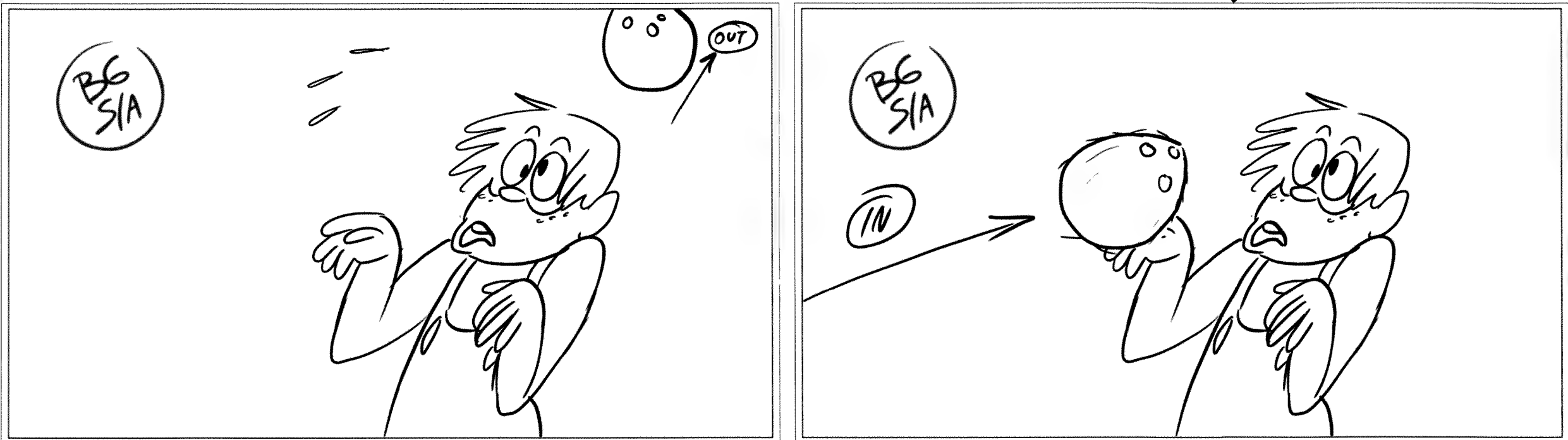
Action Notes

Coconut flies OUT of scene top.

Slugging

0.05

Scene 117 Panel 9
CONT



Action Notes

Another coconut flies IN screen left.

Slugging

0.04

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1020-011

Scene	Panel
117	CONT 10



Slugging
0.03

Scene	Panel
117	CONT 11



Action Notes
Coconut flies OUT screen right.

Slugging
0.06

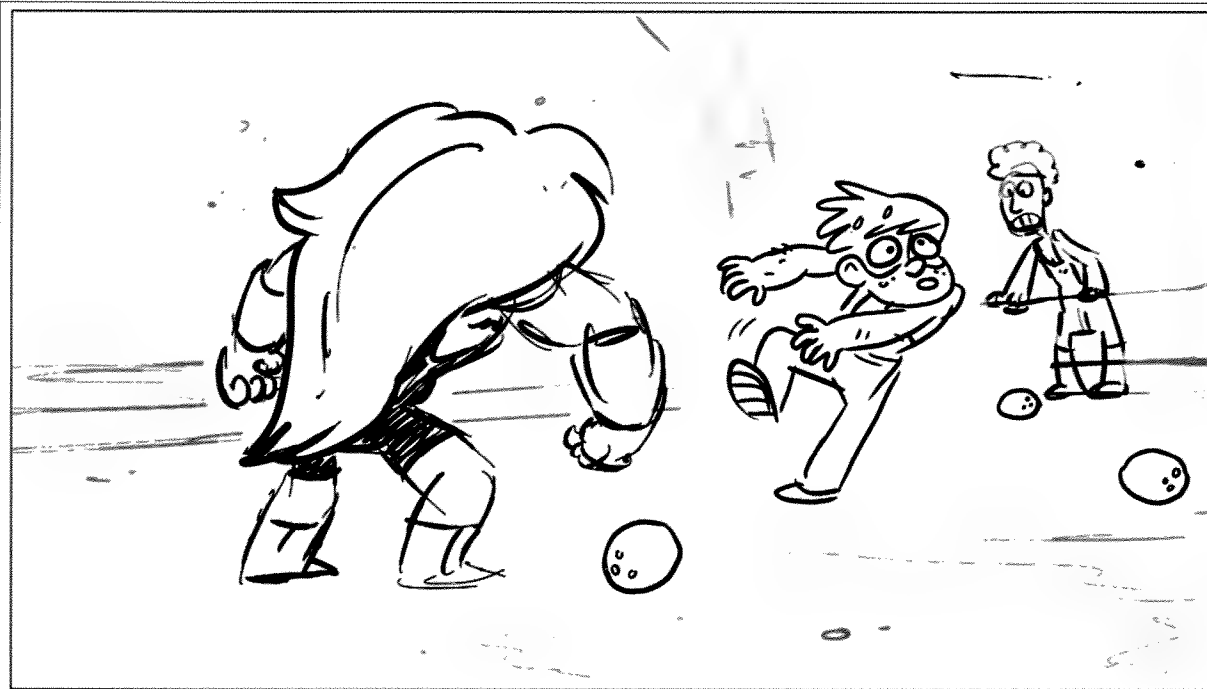
JUL 09 2013

1020.011

1020.011

1020.011

Scene 118 Panel 1



Action Notes

Camera cut out wide.

Slugging

0.11

Notes

Need H.U. coconut from previous scene flying right of wrestler.

Scene 118 Panel 2



Action Notes

Amethyst runs to look O/S to Steven.

Character in the background waves hand.

Slugging

0.10

JUL 09 2013

1020-011

1020-011

1020-011

Scene	Panel
118	CONT 3



Action Notes

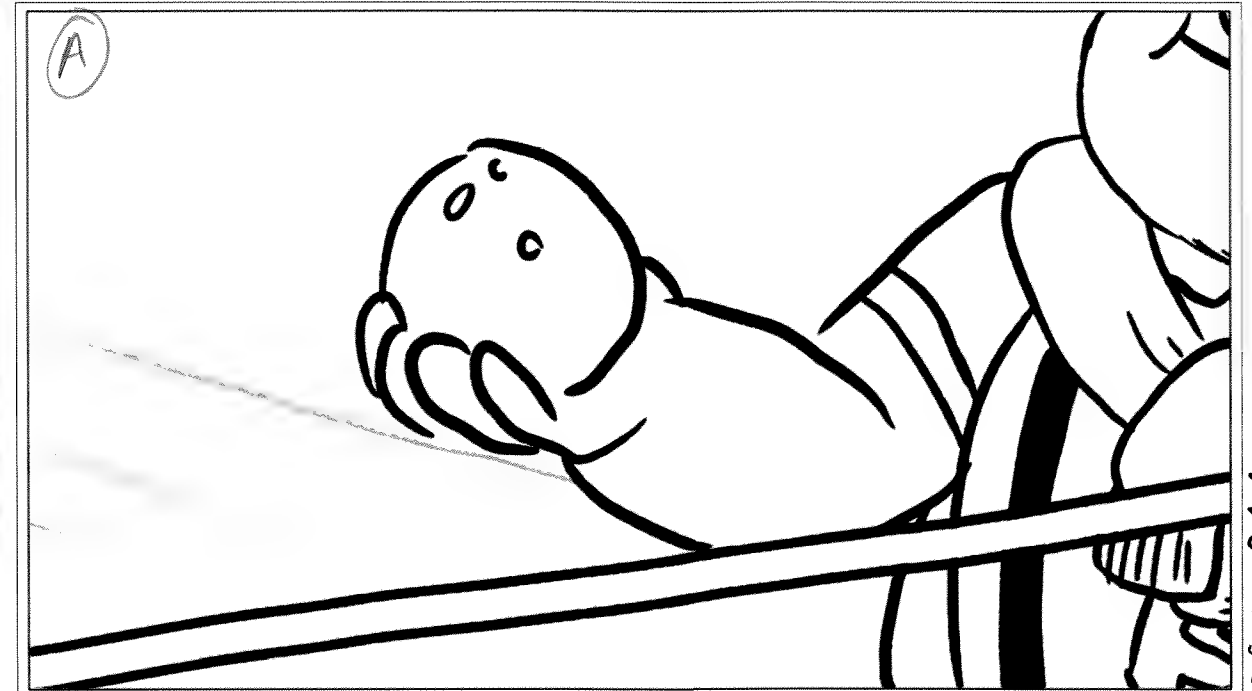
Wrestler falls down.

Character in the background waves hand.

Slugging

0.10

Scene	Panel
119	1



Slugging

Panels 1 to 4 =

ADJ: 0.06

Then HOLD: 1.13

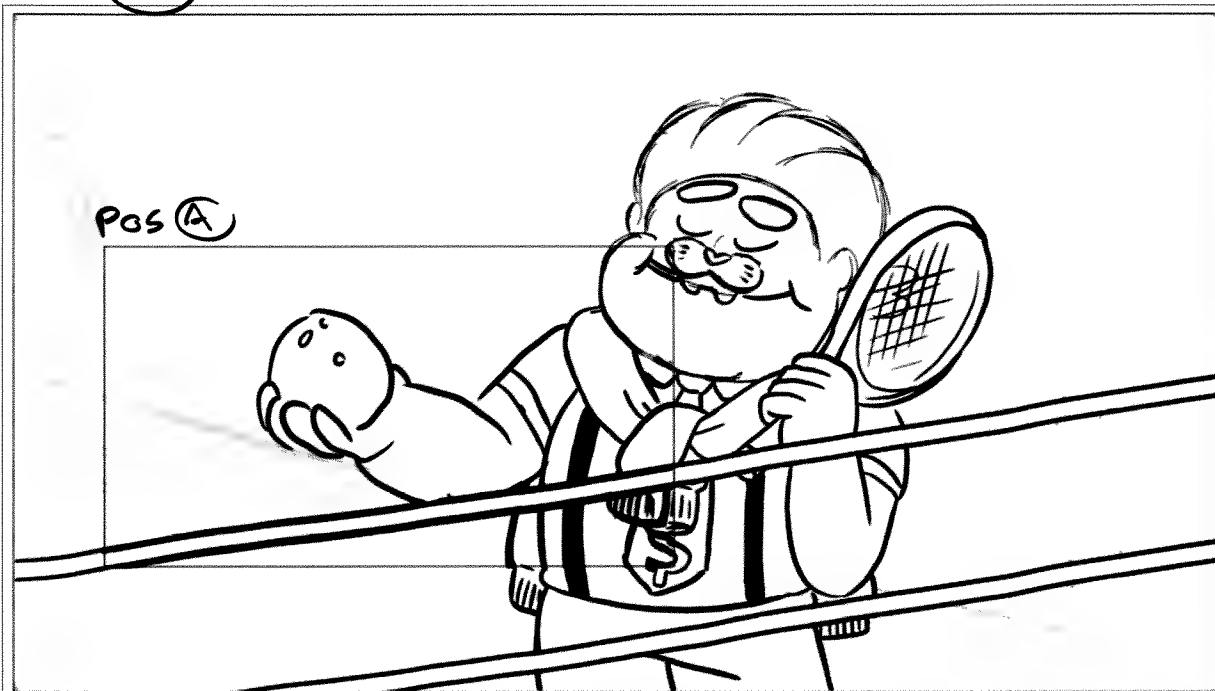
JUL 09 2013

1020.011

1020.011

1020.011

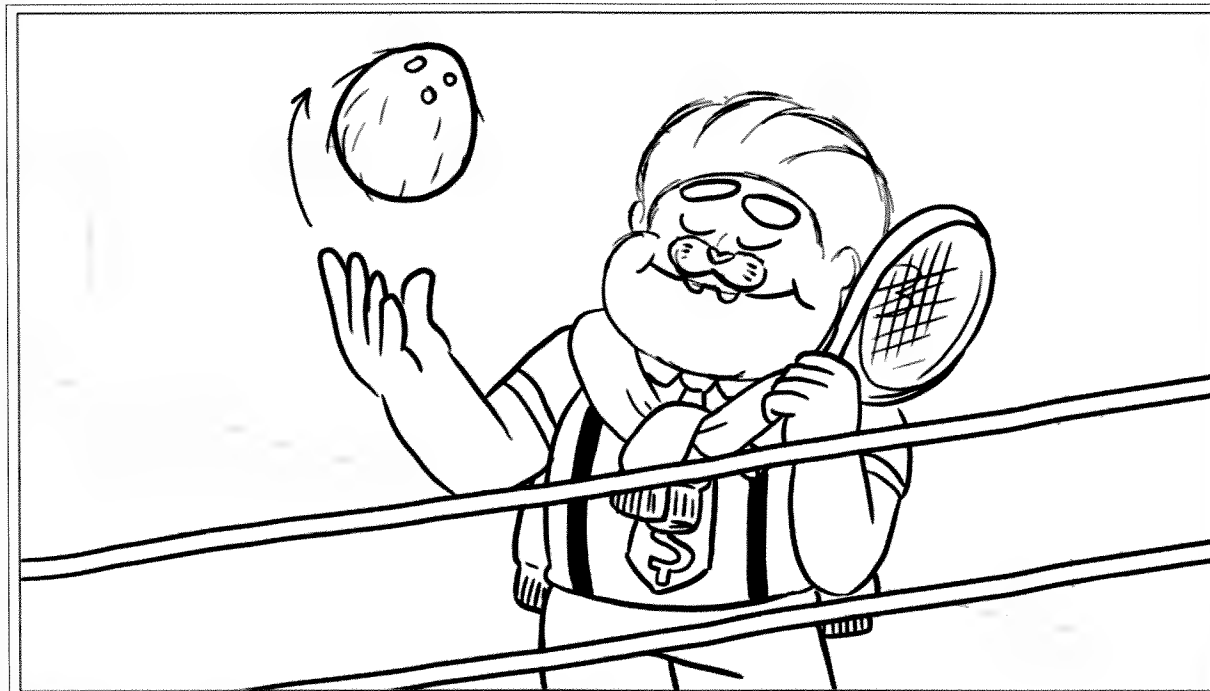
Scene 119 Panel 2
Pos B CONT



Action Notes

Camera truck out to reveal Steven with tennis raquet

Scene 119 Panel 3
CONT



Action Notes

Repeat panels 3 + 4

JUL 09 20

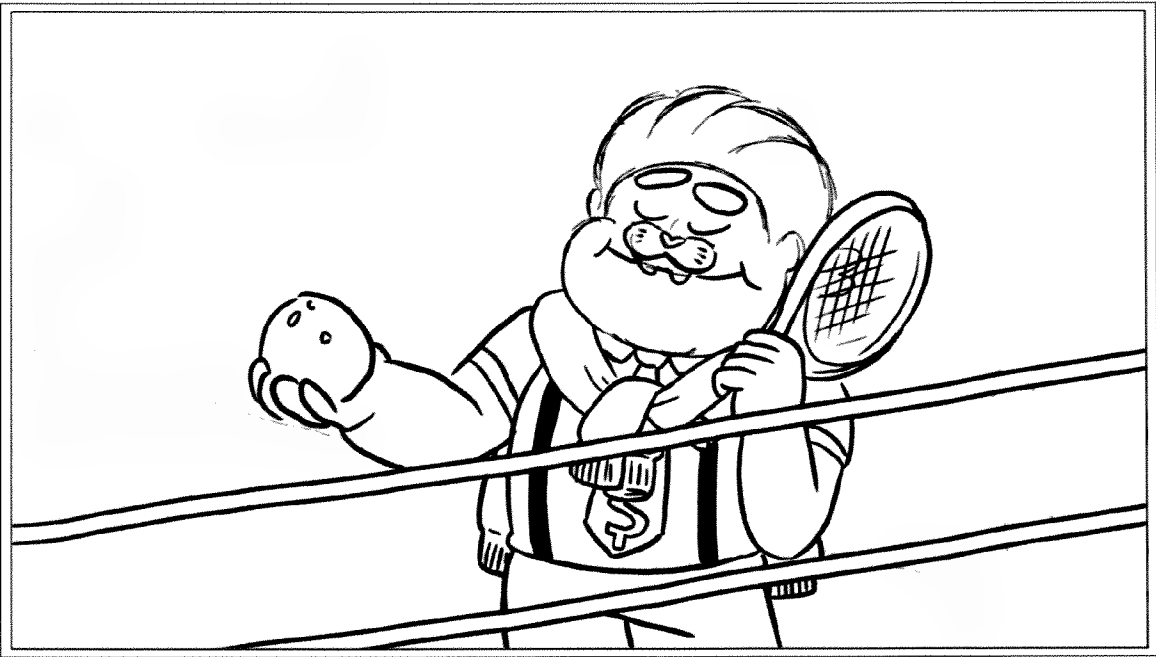
1020.011

1020.011

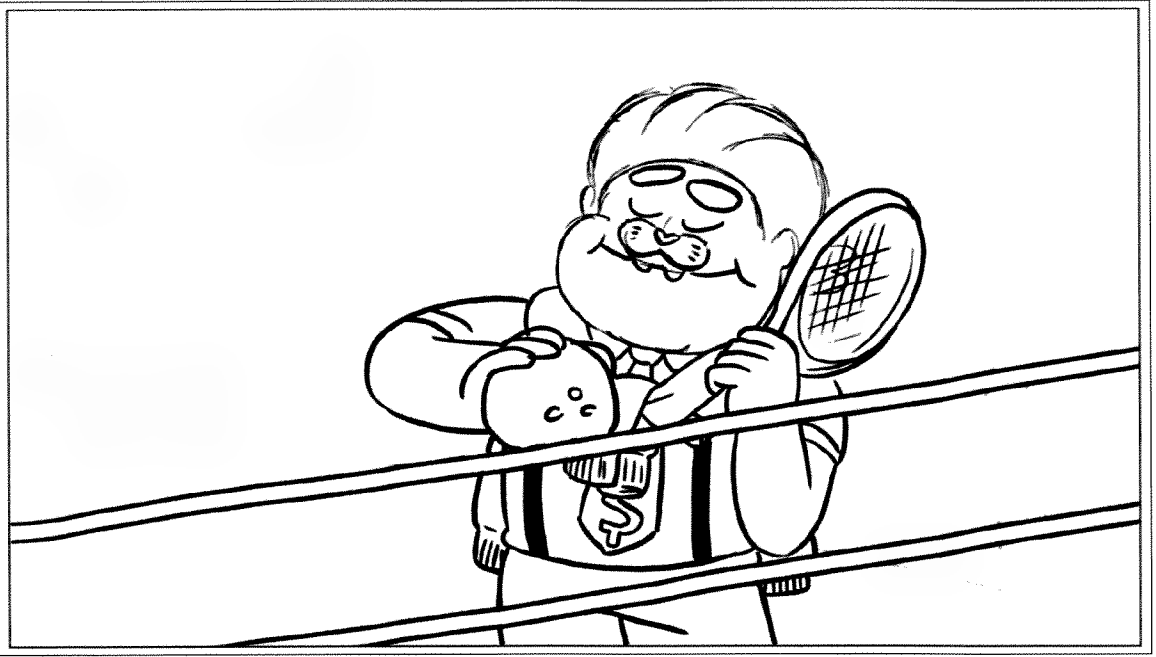
1020.011



Scene	Panel
119	CONT 4



Scene	Panel
119	CONT 5



Slugging
0.04

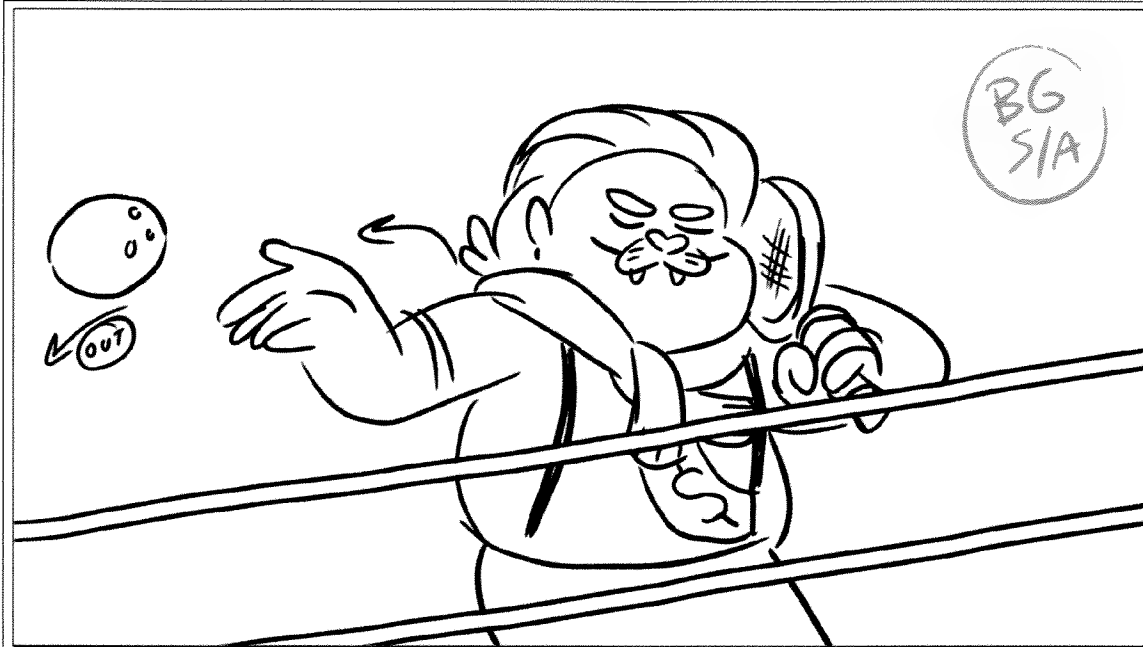
JUL 09 2013

1020.011

1020.011

Scene	Panel
119	<i>CONT</i>

6



Action Notes

Coconut thrown OUT screen left.

Slugging

0.10

Scene

Panel

119

CONT

7



Action Notes

Steven smiles proudly!

Slugging

1.04

JUL 09 2016

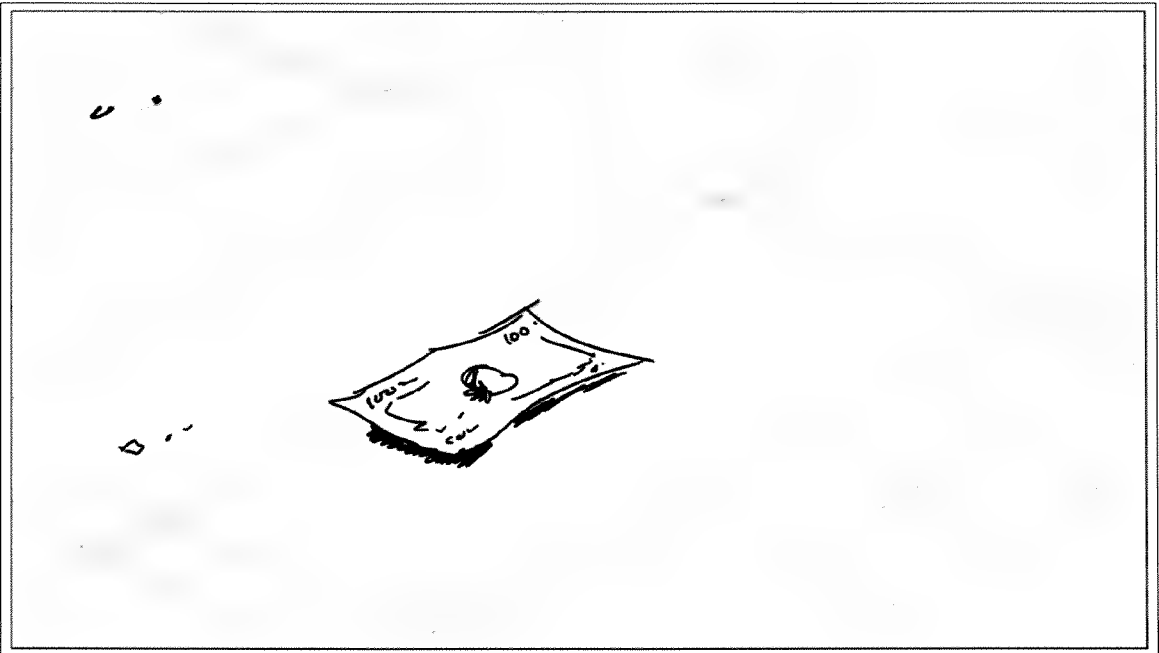
1020.011

1020.011

1020.011



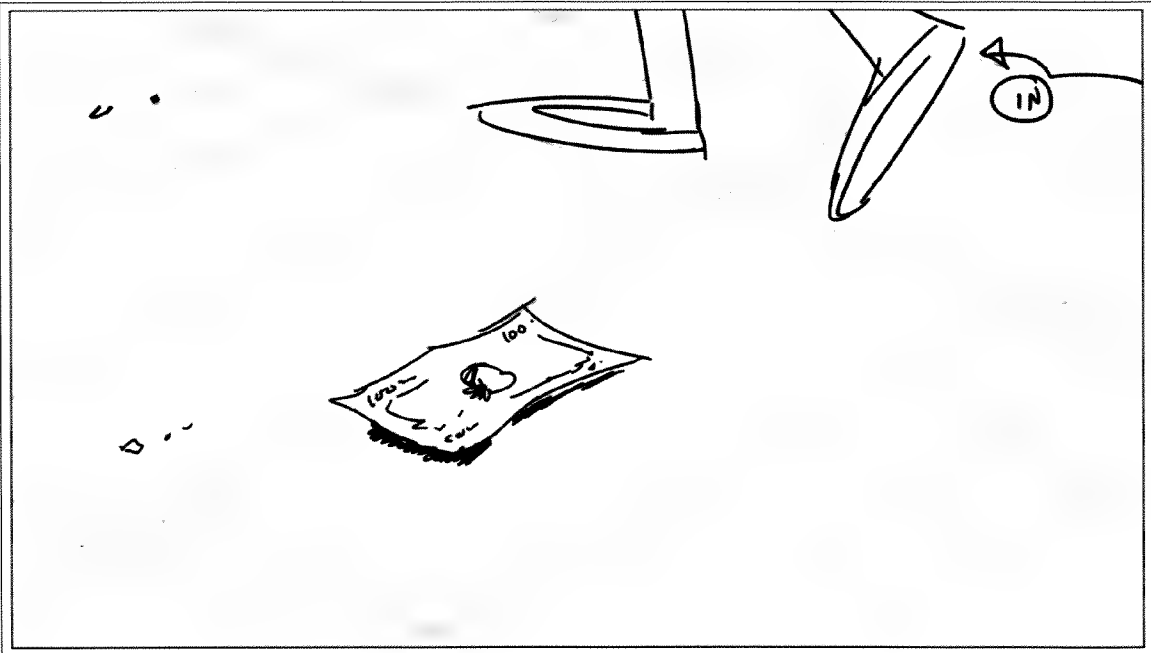
Scene	Panel
120	1



Action Notes
Pearl walks IN by dollar on ground.

Slugging
Panels 1 + 2 = 0.11

Scene	Panel
120	2



Action Notes
Pearl walks IN by dollar on ground.

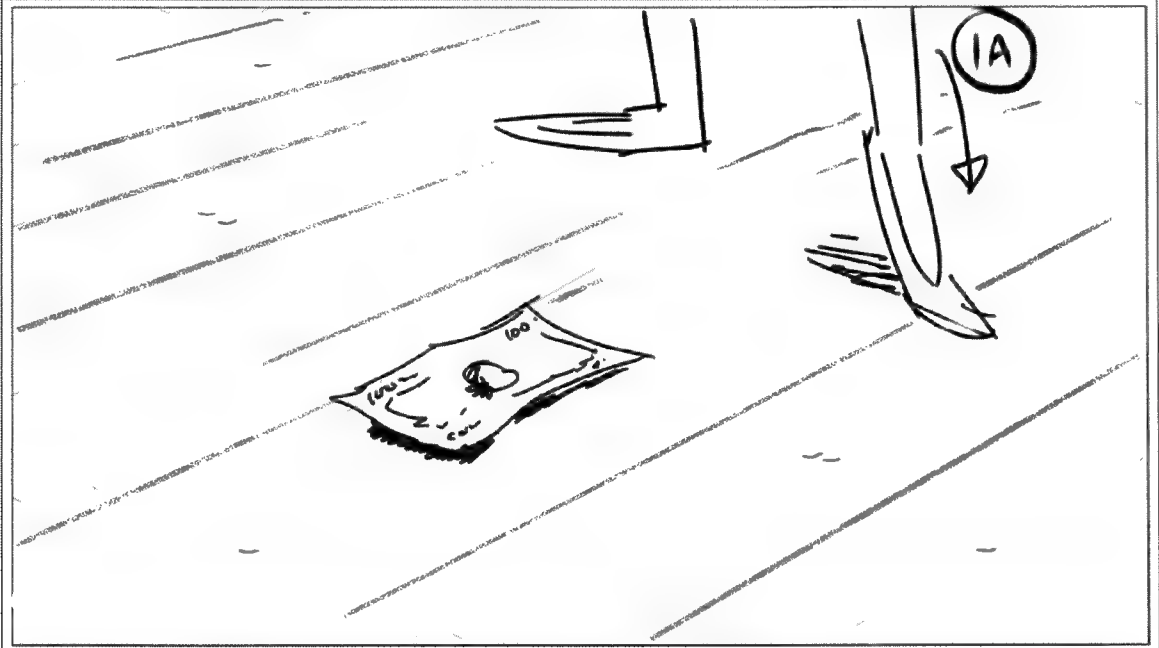
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Scene 120 Panel 3
cont



Action Notes
Pearl stops.

Slugging
0.14

Scene 120 Panel 4
cont



Action Notes
Pearl hand IN, grabs the dollar.

Slugging
Panels 4 + 5 = 0.14

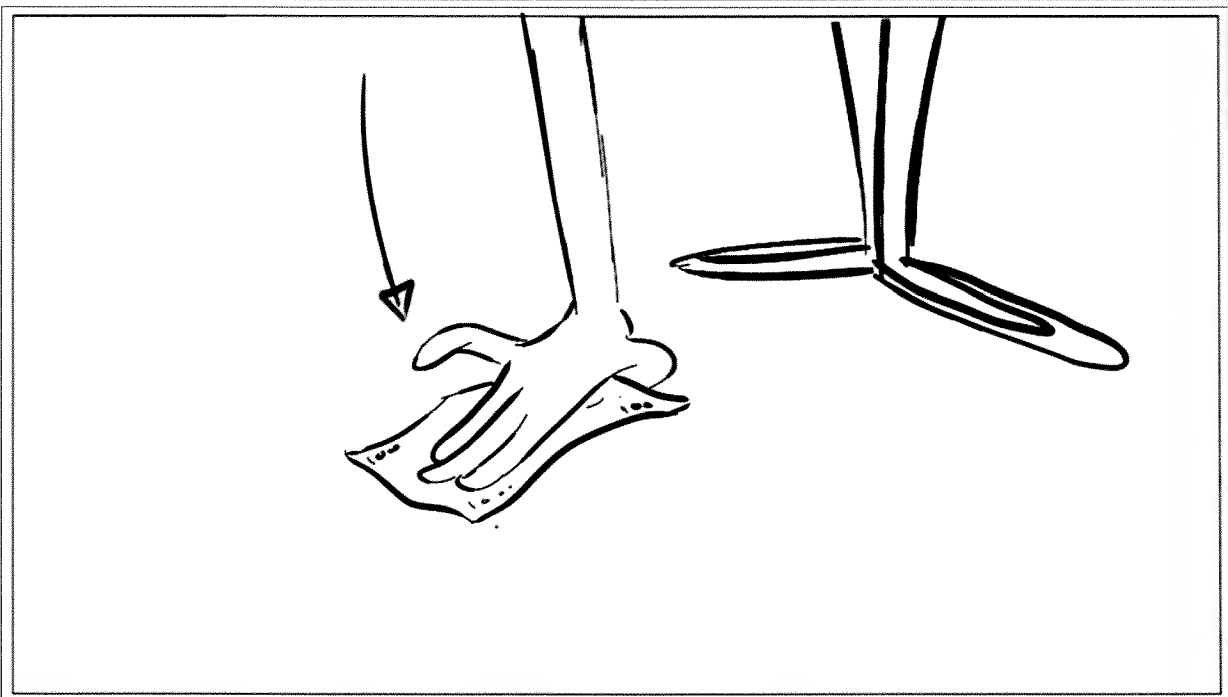
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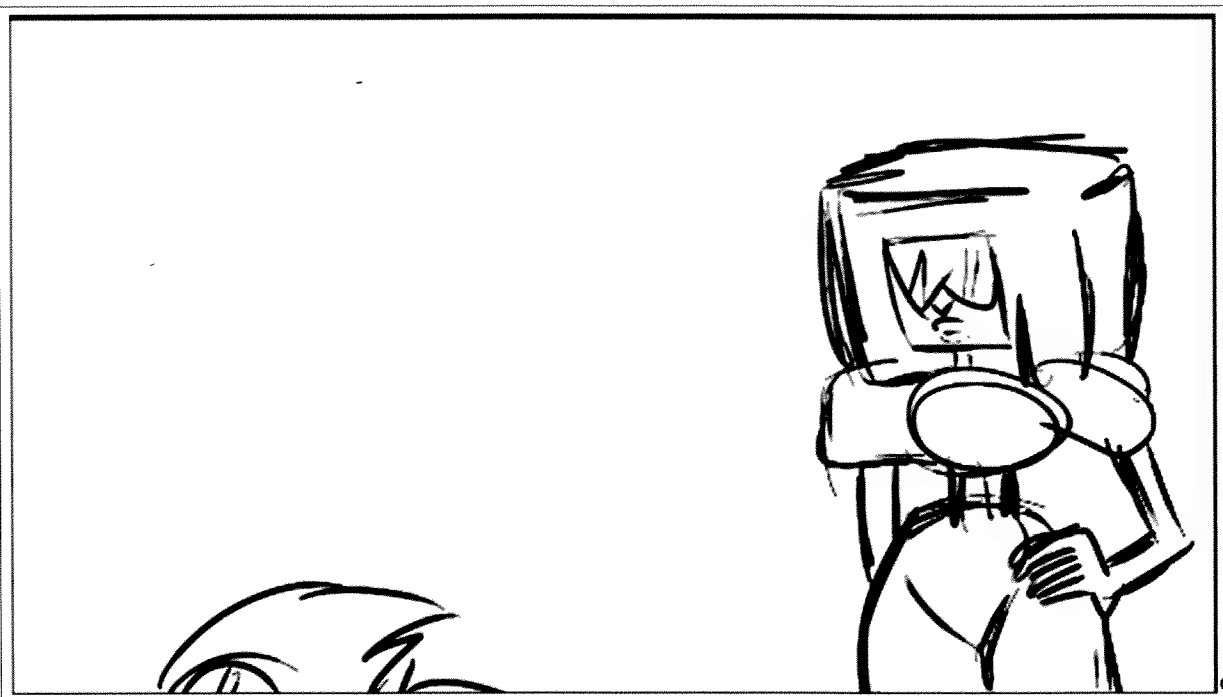
Scene	Panel
120	CONT 5



Action Notes

Pearl hand IN, grabs the dollar.

Scene	Panel
121	1



Action Notes

Pearl picks up the dollar.

Slugging

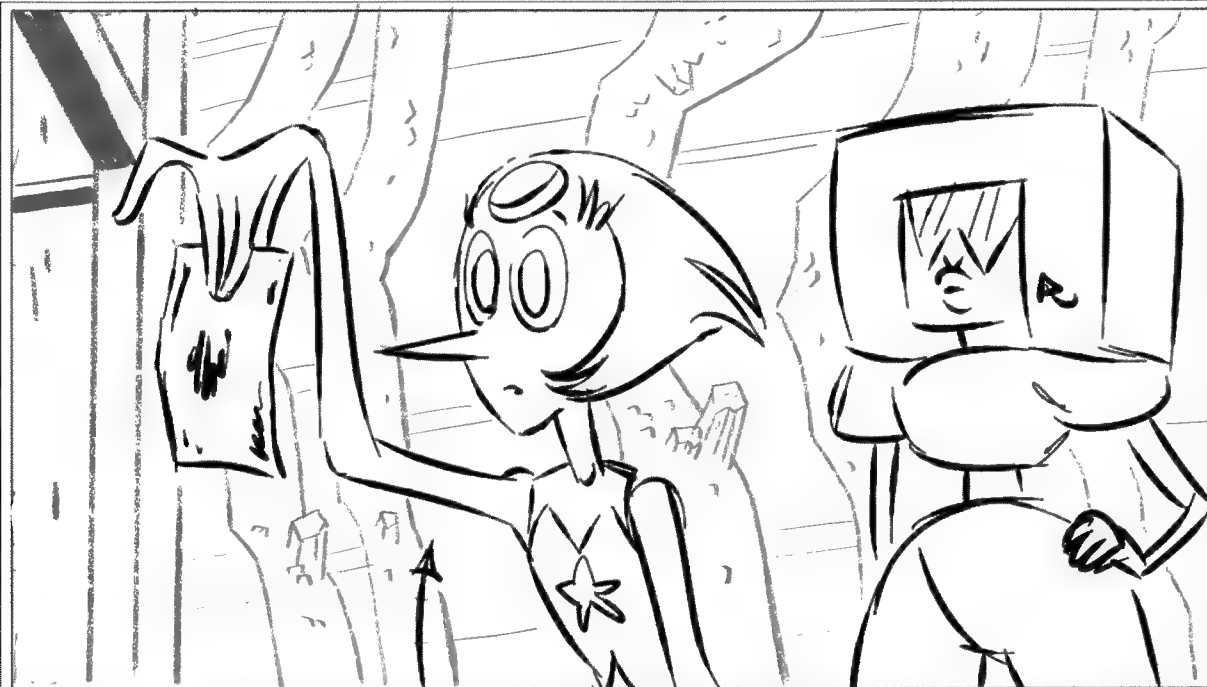
0.04

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Scene 121 Panel 2



Slugging
1.02

Scene 122 Panel 1



Action Notes
H/U to previous

Pearl turns the dollar

Slugging
1.08



drawing of a jungle buck!

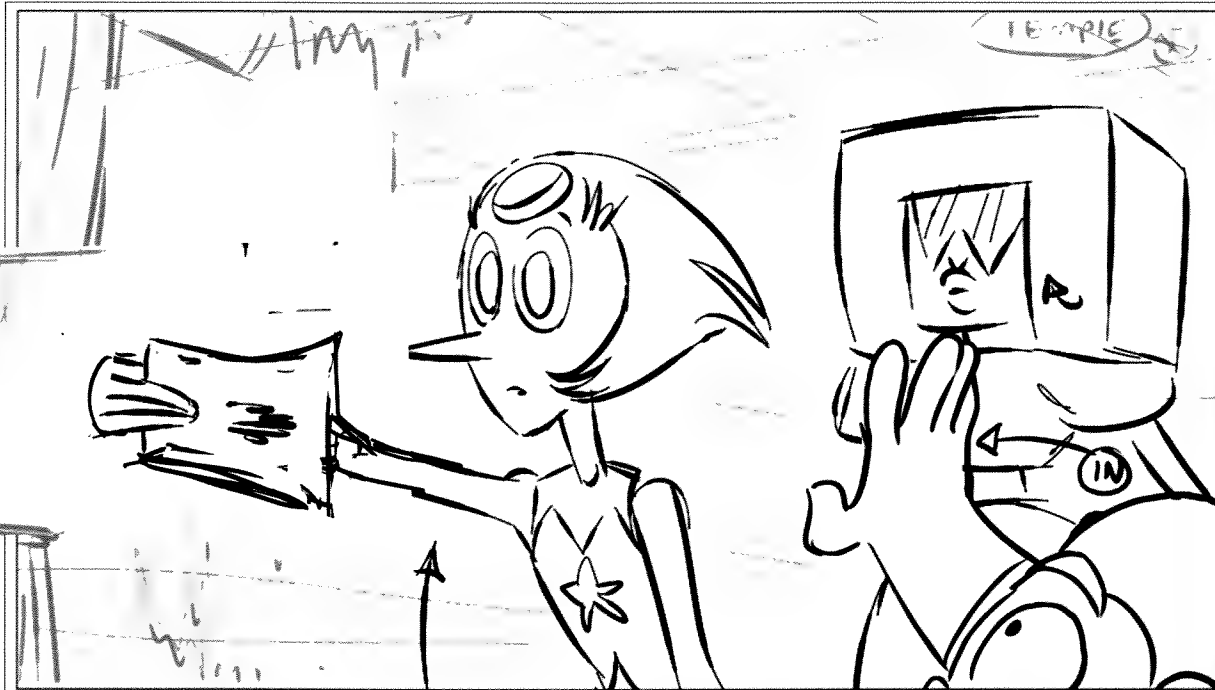
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Scene	Panel
123	1



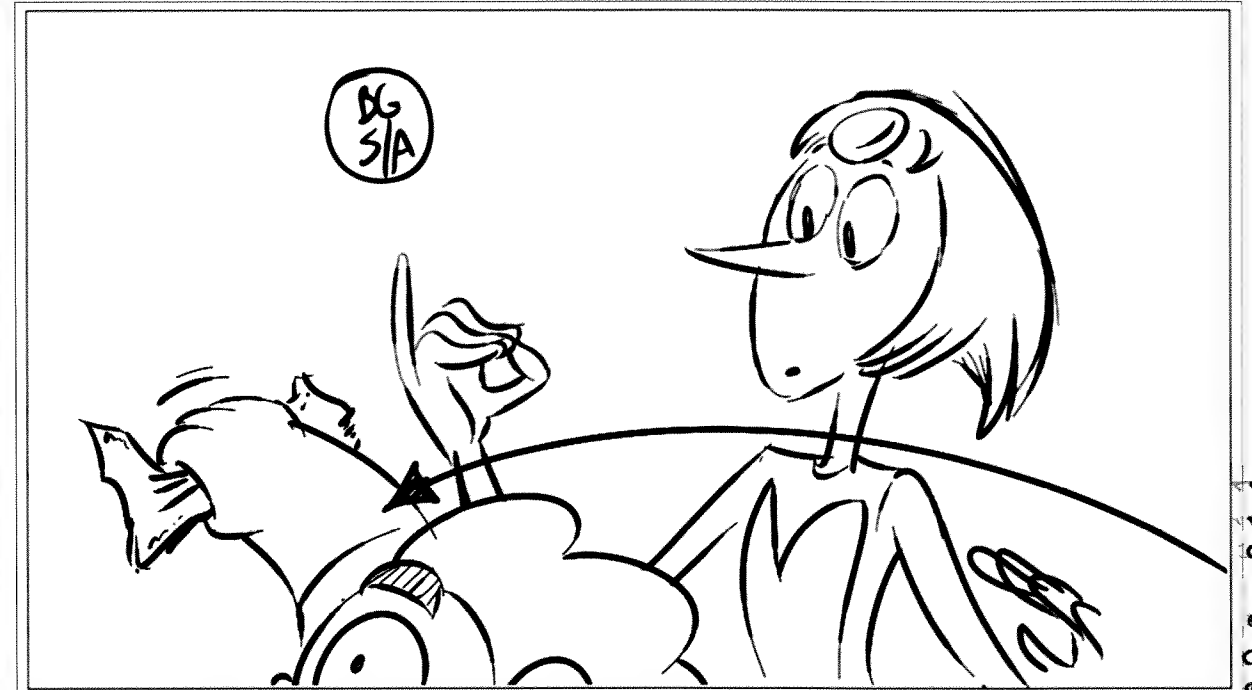
Action Notes

Steven runs IN

Slugging

Panels 1 + 2 = 0.05

Scene	Panel
123	2



Action Notes

Steven hand IN / grabs dollar.

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Scene	Panel
123	CONT 3



Action Notes
Steven's hand OUT.

Slugging
0.12

Scene	Panel
124	1



Action Notes
Steven nervously hides bill.

Slugging
0.12

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Scene	Panel
124	2

CONT

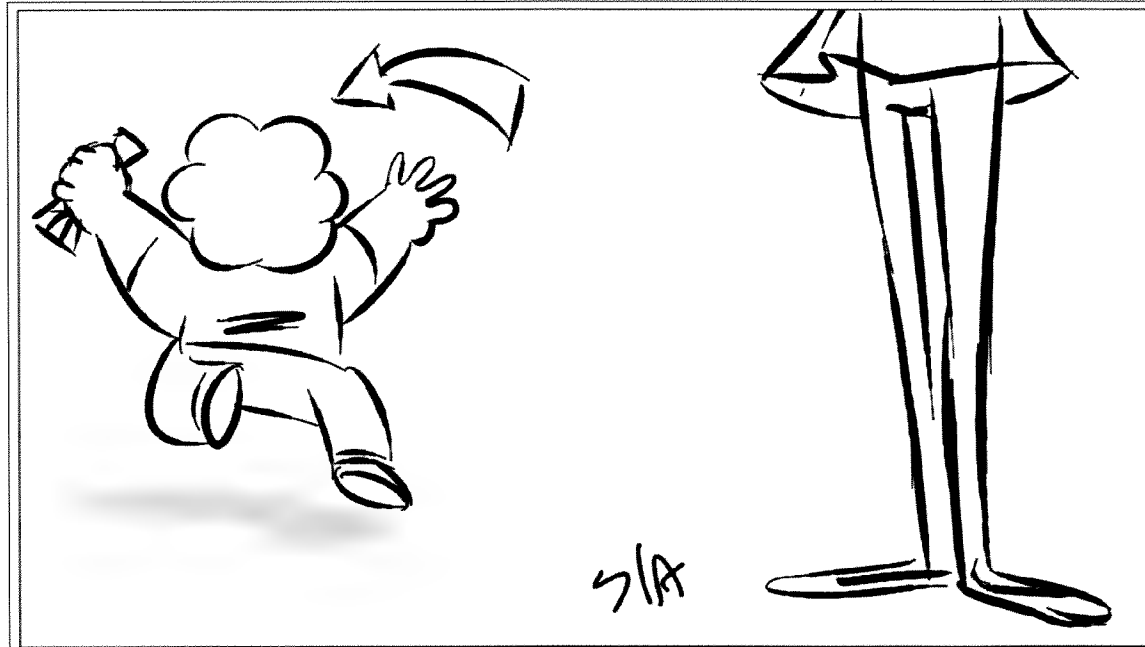


Action Notes
Steven backs away.

Slugging
0.14

Scene	Panel
124	3

CONT



Action Notes
Steven turns and runs off

Slugging
0.04

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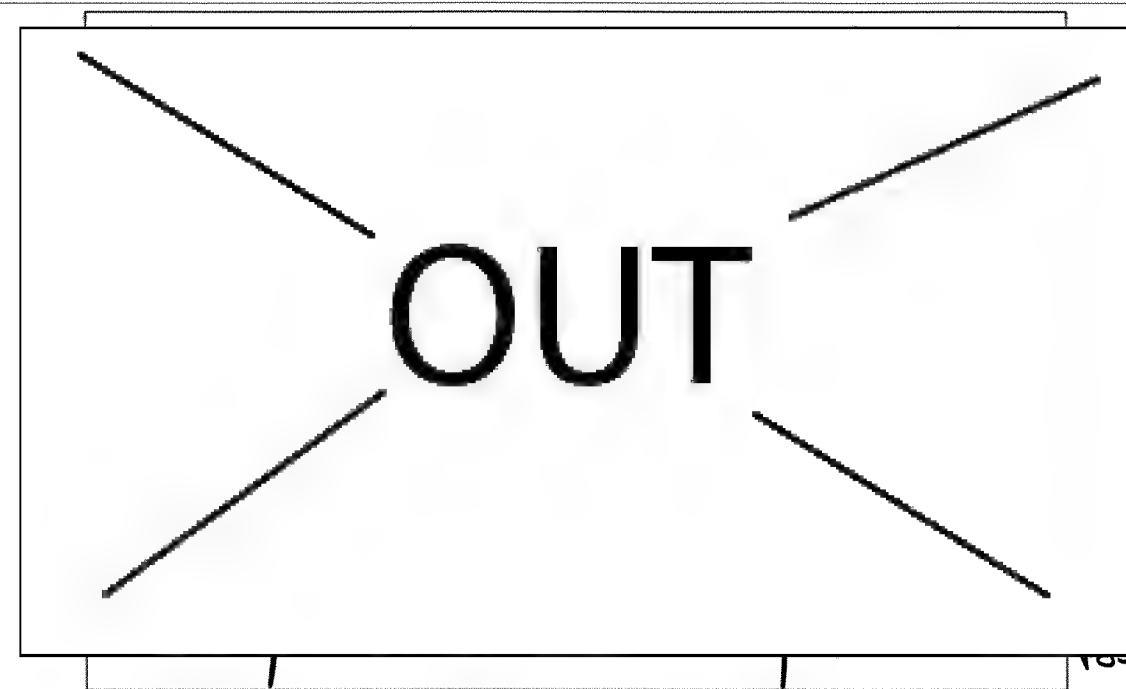
Scene	Panel
124	CONT 4



Action Notes
Steven OUT.

Slugging
0.14

Scene	Panel
125	1



Action Notes
Pan up to steven reading the paper.

Slugging
HOLD: 0.10
Then ADJ: 1.10
Then HOLD: 1.01

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1020.011
(B)
(A)

1020.011

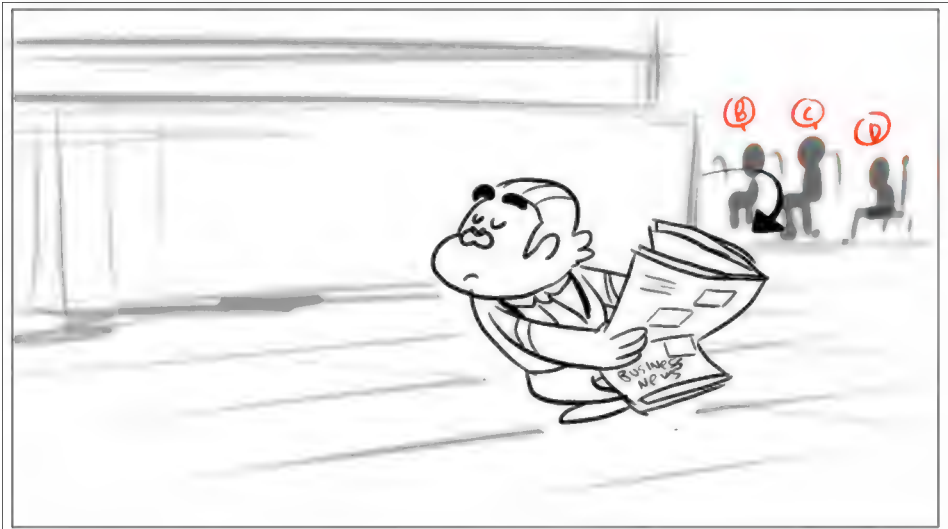
Scene	Duration	Panel	Duration
125	01:00	1	01:00



Action Notes

Pan up to steven reading the paper.

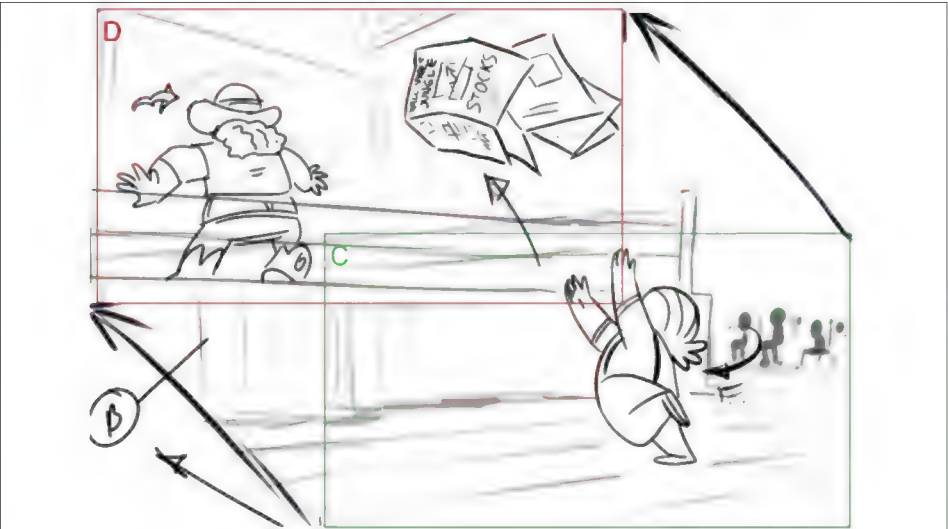
Scene	Duration	Panel	Duration
126	02:00	1	01:00



Action Notes

Steven spins on heel with paper.

Scene	Duration	Panel	Duration
126	02:00	2	01:00



Action Notes

Pan with paper as Steven flings it into the ring.

Scene 126 CONT Panel 3



Action Notes

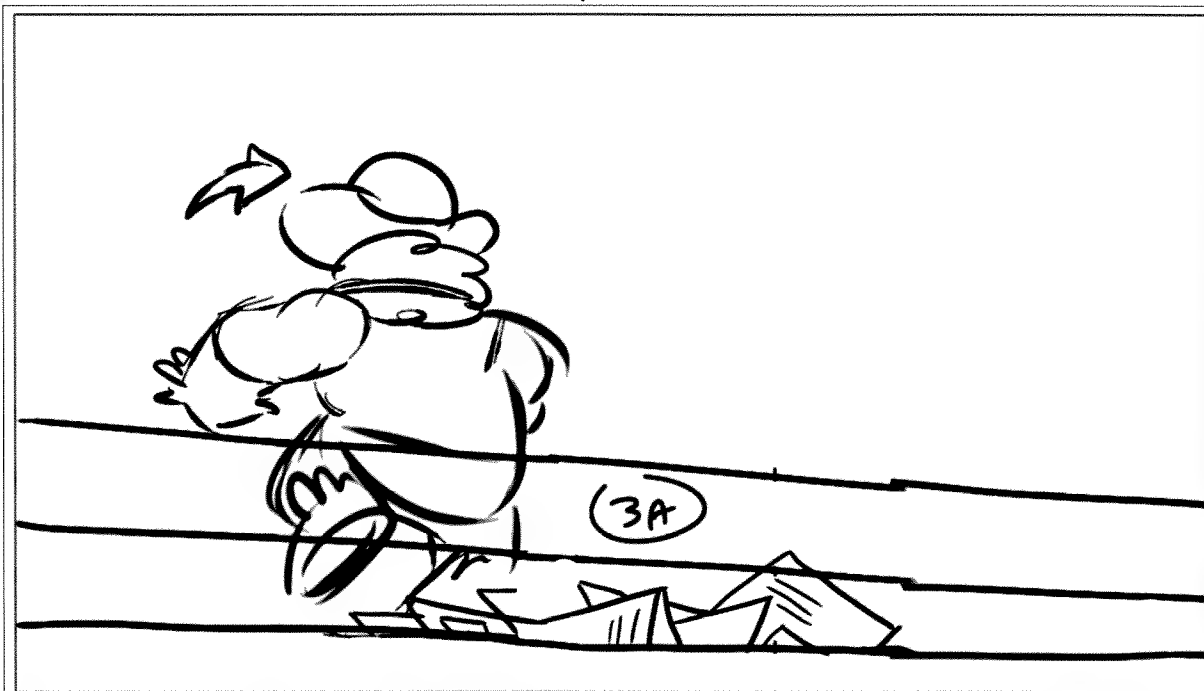
A cowboy wrestler steps backwards.

Paper flies in screen right and falls down on stage.

Slugging

0.07

Scene 126 CONT Panel 4



Action Notes

Paper lands.

Slugging

0.10

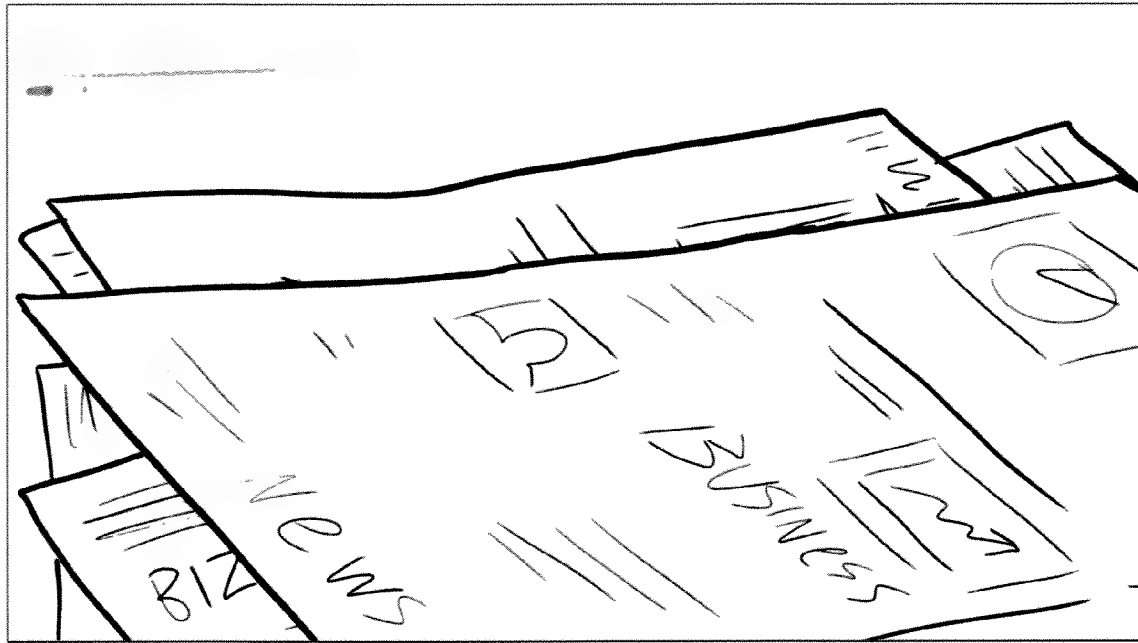
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1020.011

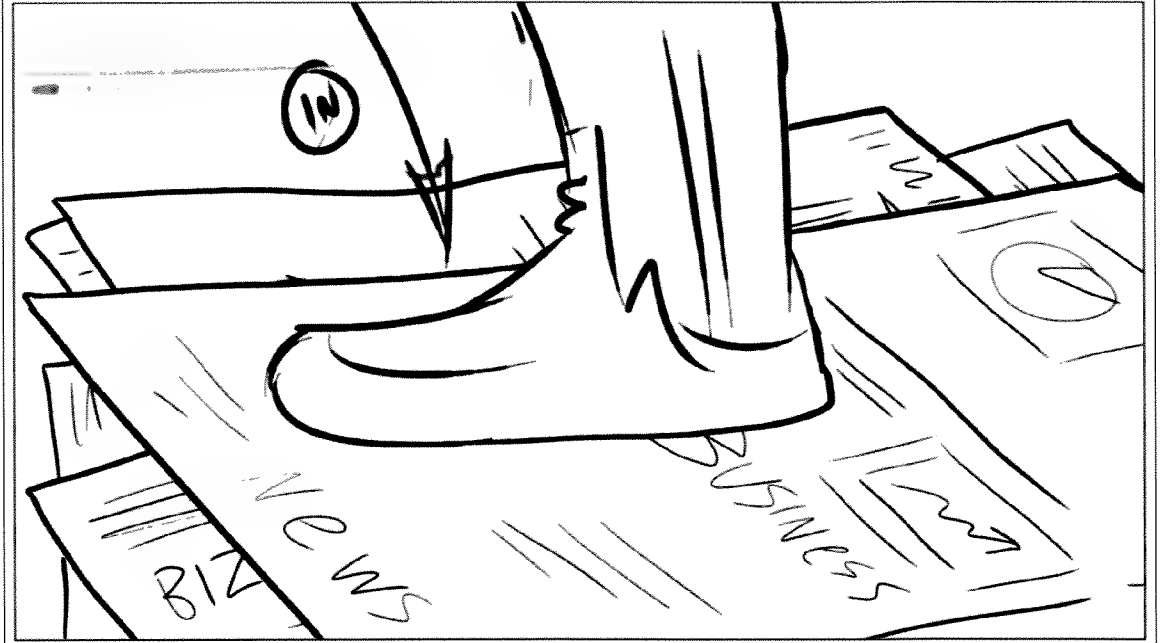
Scene	Panel
128	1



Slugging
0.04

Scene	Panel
128	2

CONT



Action Notes
Cowboy left foot steps on the paper!

Slugging
0.05

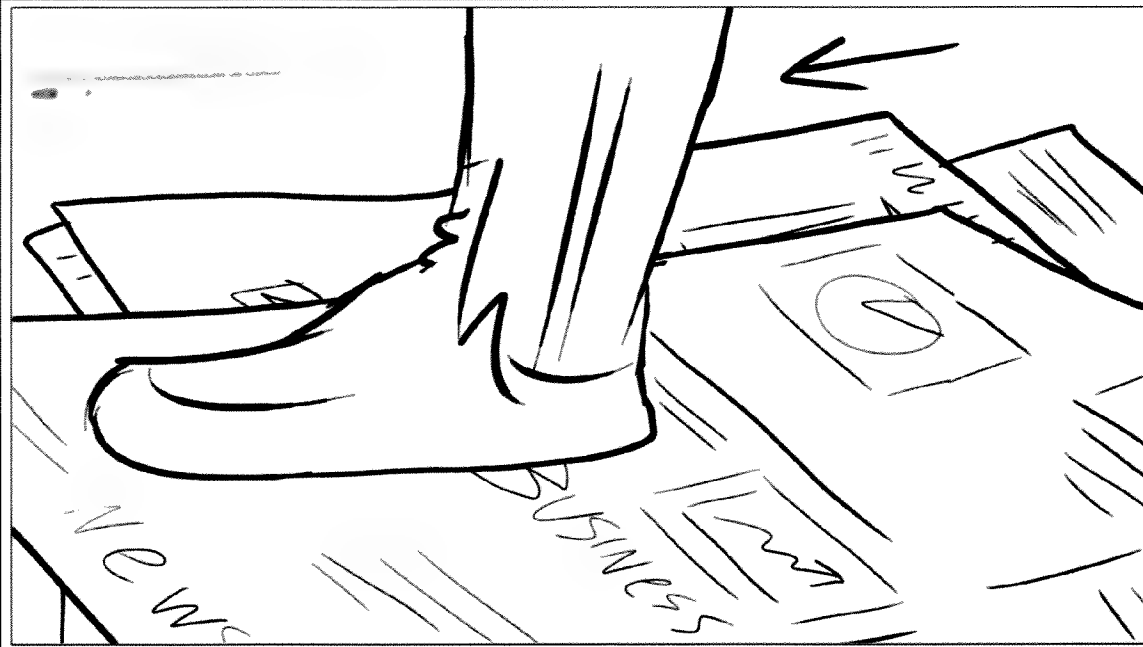
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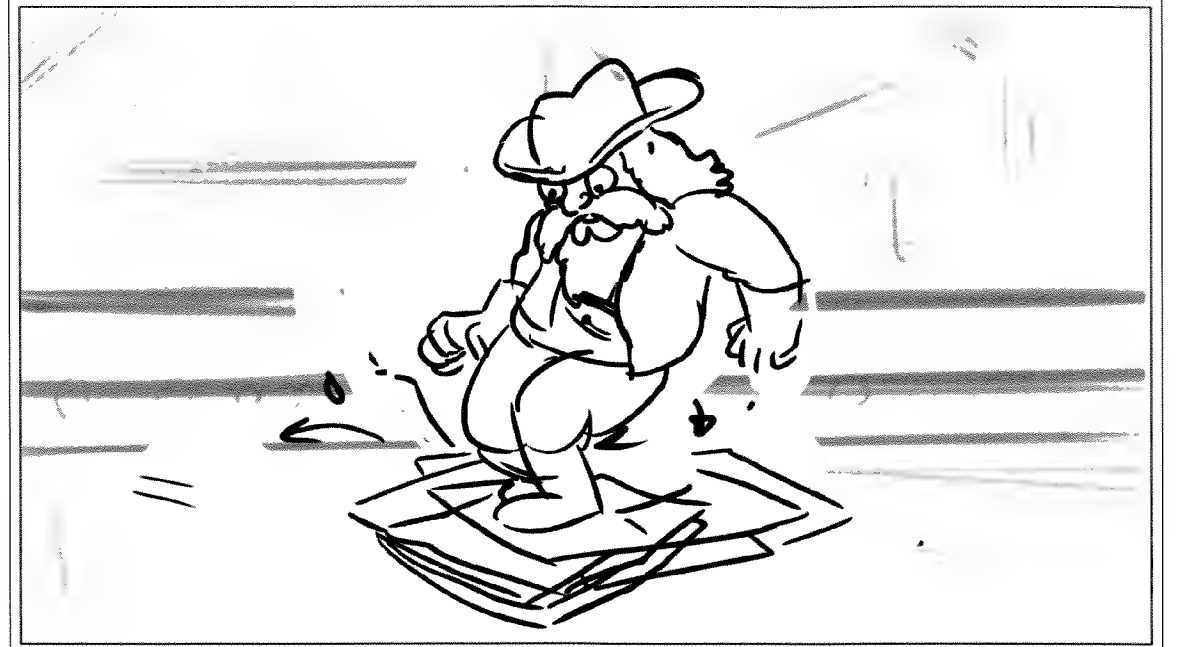
Scene	Panel
128	CONT 3



Action Notes
Cowboy left foot slips on the paper!

Slugging
0.04

Scene	Panel
129	1



Action Notes
Lands on right food, slips on left foot.

- SP -

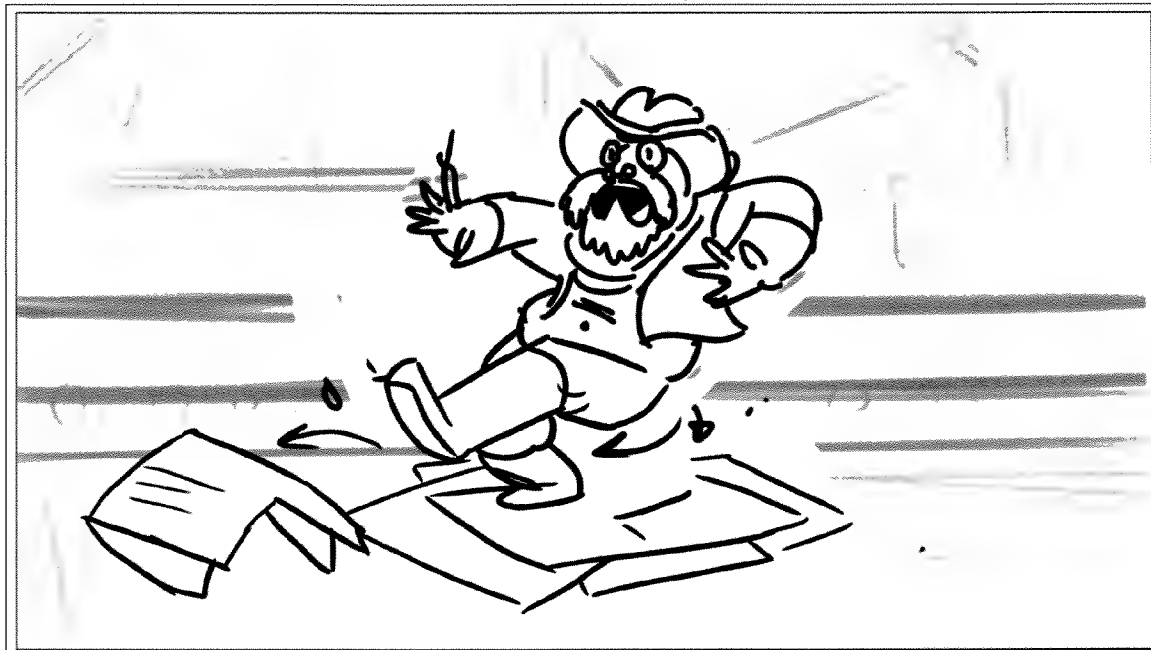
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1020.011

Scene	Panel
129	cont

**Action Notes**

Lands on right food, slips on left foot.

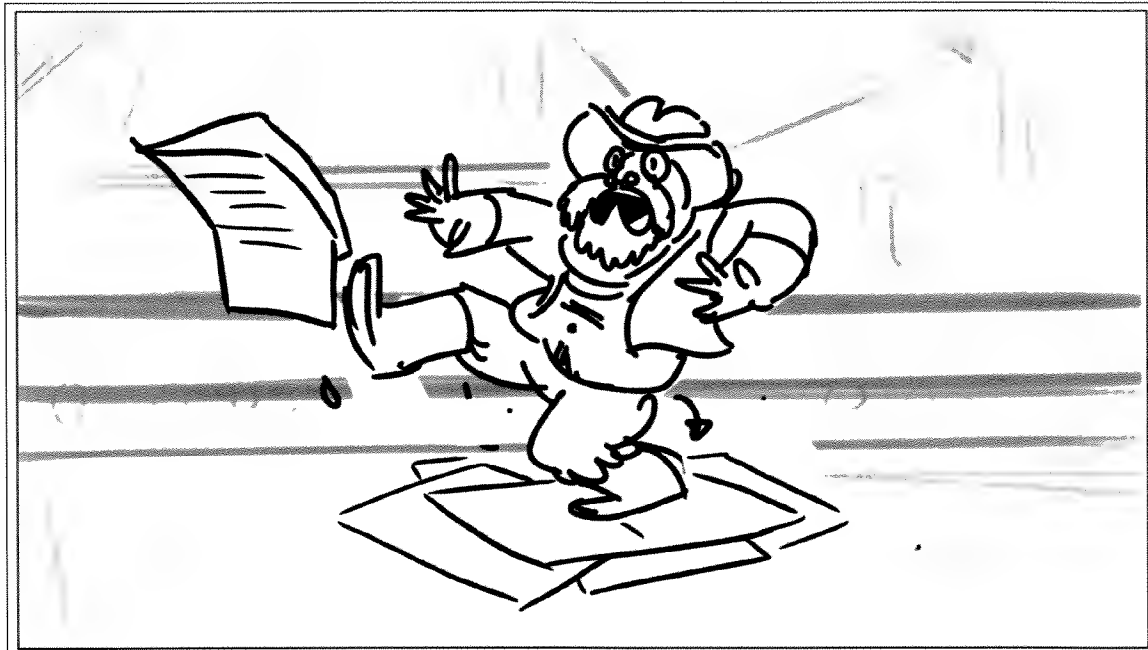
Repeat panels 2 + 3, kicking paper in the air - lossing balance.

Slugging

Panels 2 + 3 x 2 = 0.08

total cycle frames: 1.00

Scene	Panel
129	cont



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1020.011

Scene	Panel
129	CONT 4



Action Notes
Cowboy loses balance and falls on his butt.

Slugging
0.12

Notes
H.U. to next scene, arms down.

Scene	Panel
130	1



Slugging
0.09

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Scene	Panel
130	CONT 2



Action Notes

Paper falls IN on cowboy's head.

Slugging

1.00

Scene	Panel
130	CONT 3



Action Notes

Amethyst hands come IN - grabs paper and cowboy's head.

Slugging

0.09

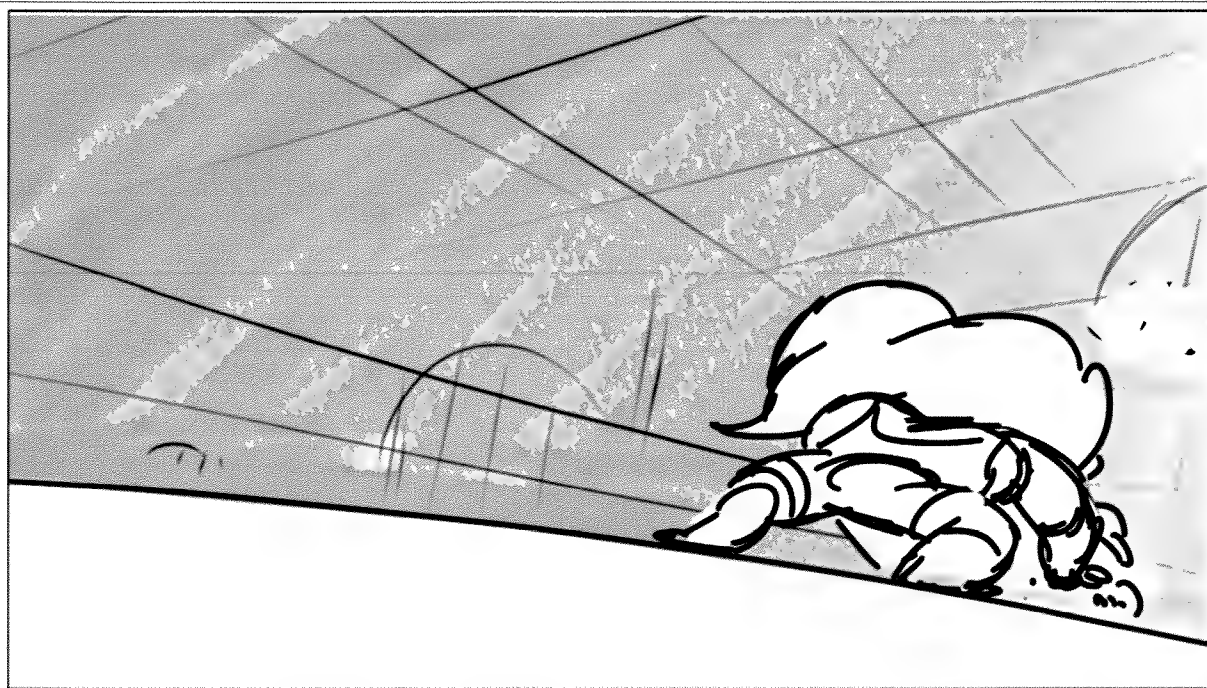
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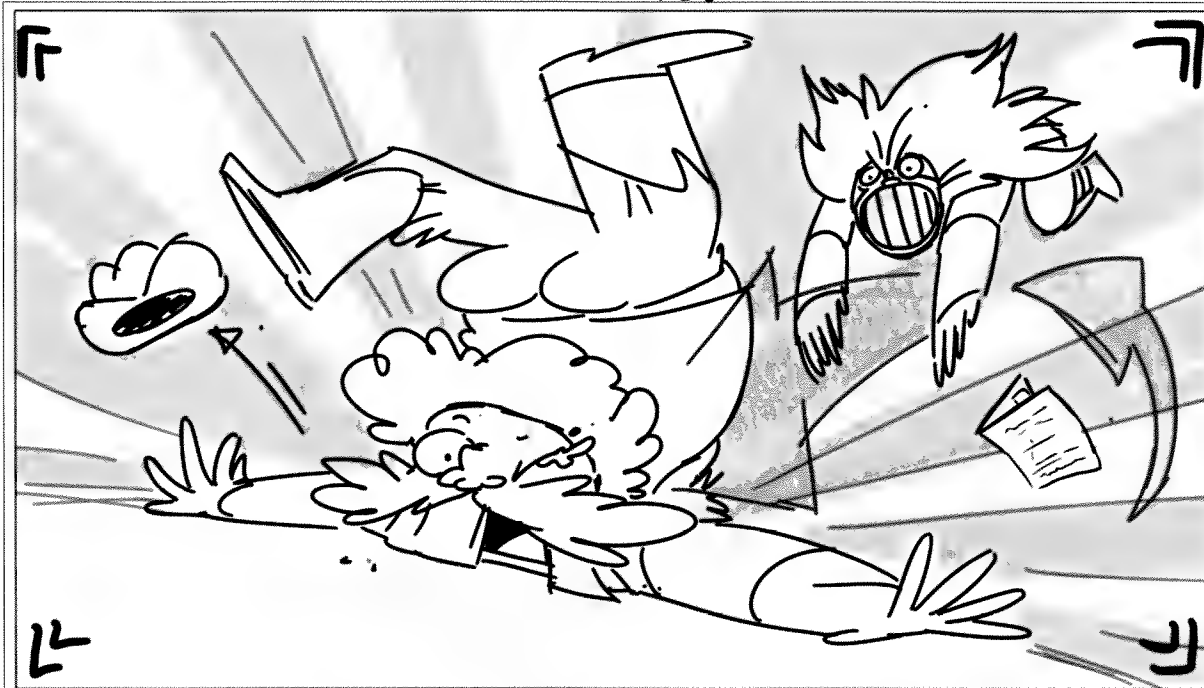
1020.011

Scene	Panel
131	1



Slugging
0.04

Scene	Panel
131	2



Action Notes
Camera Shake on impact - Scene freezes and BG fades to color card.

Slugging
1.07

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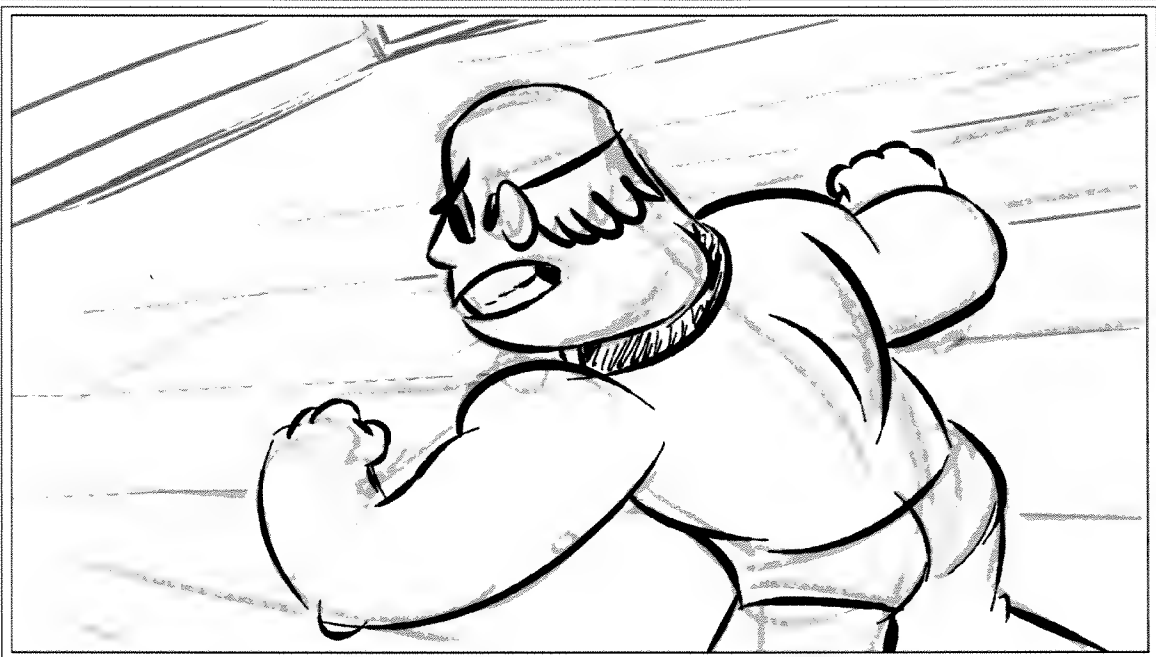
1020.011

1020.011

1020.011

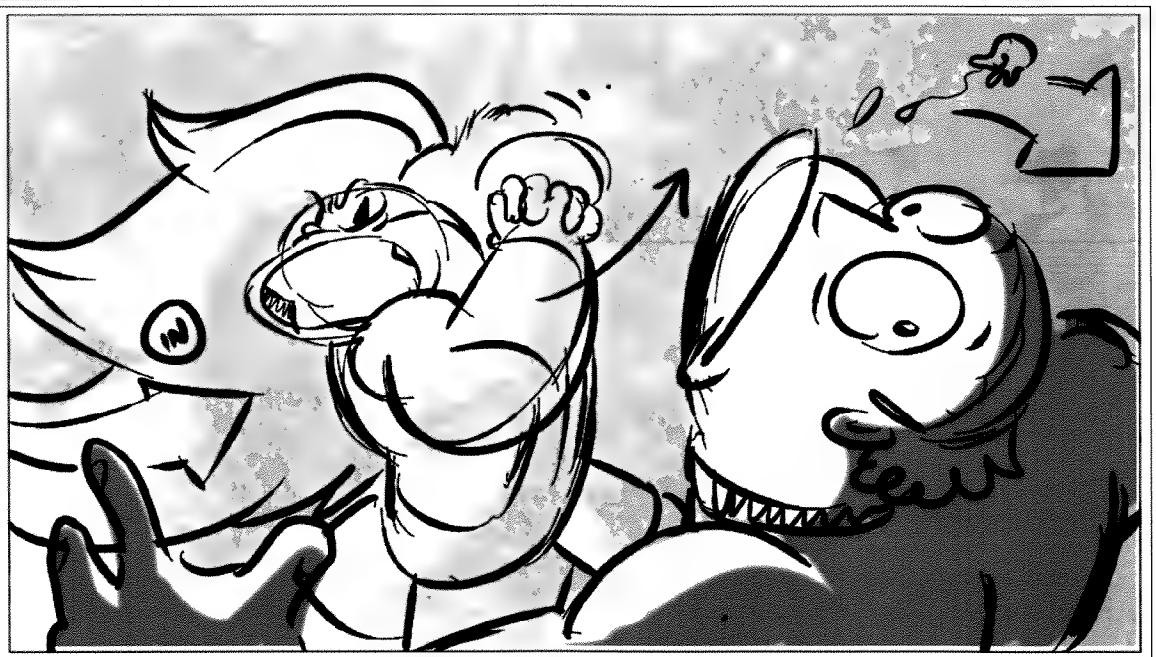


Scene	Panel
132	1



Slugging
0.06

Scene	Panel
132	<i>cont</i> 2



Action Notes
Scene freezes and BG fades to color card.

Slugging
1.03

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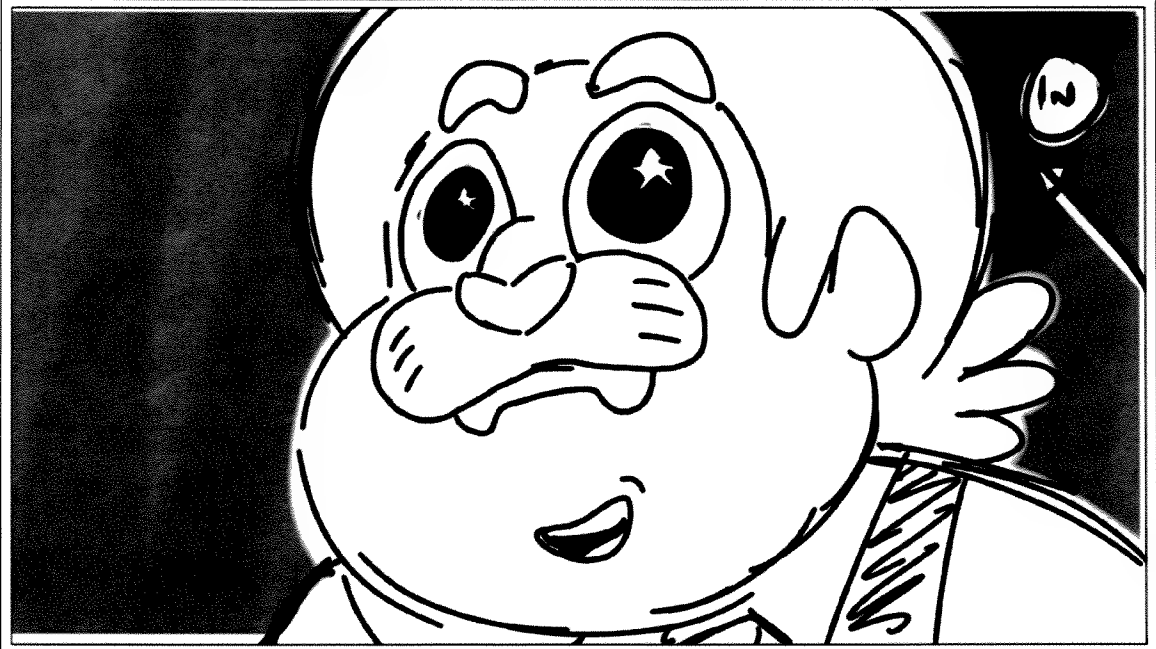
1020.011

1020.011

1020.011



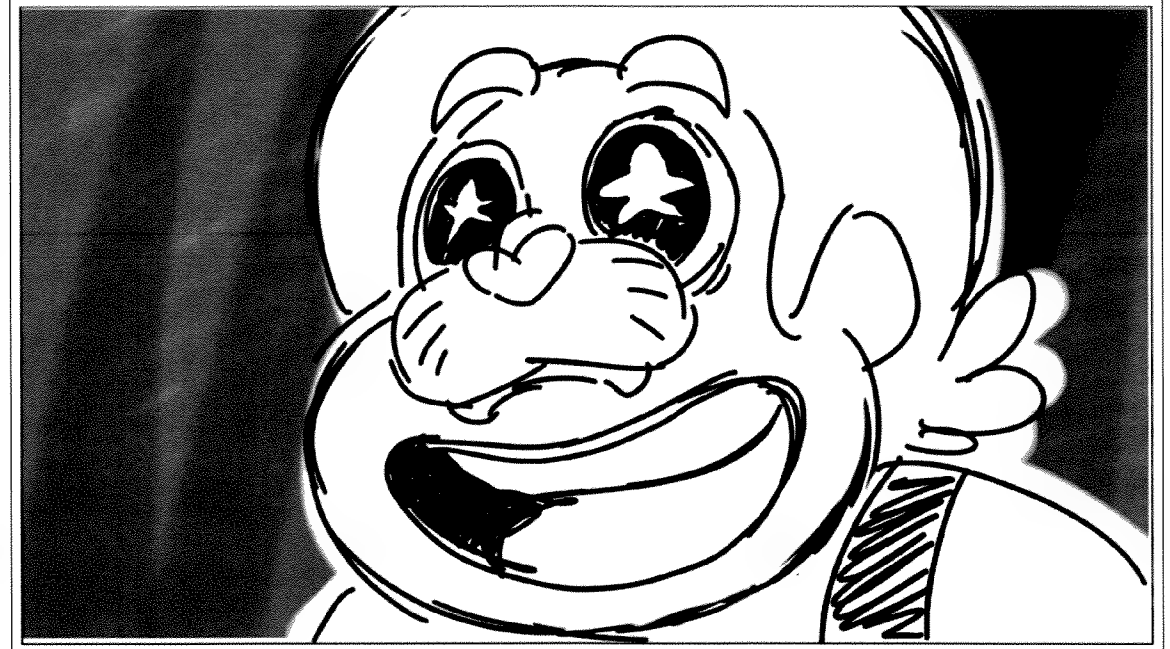
Scene	Panel
133	1



Action Notes
Steven IN with starry eyes.

Slugging
0.04

Scene	Panel
133	2



Slugging
1.02

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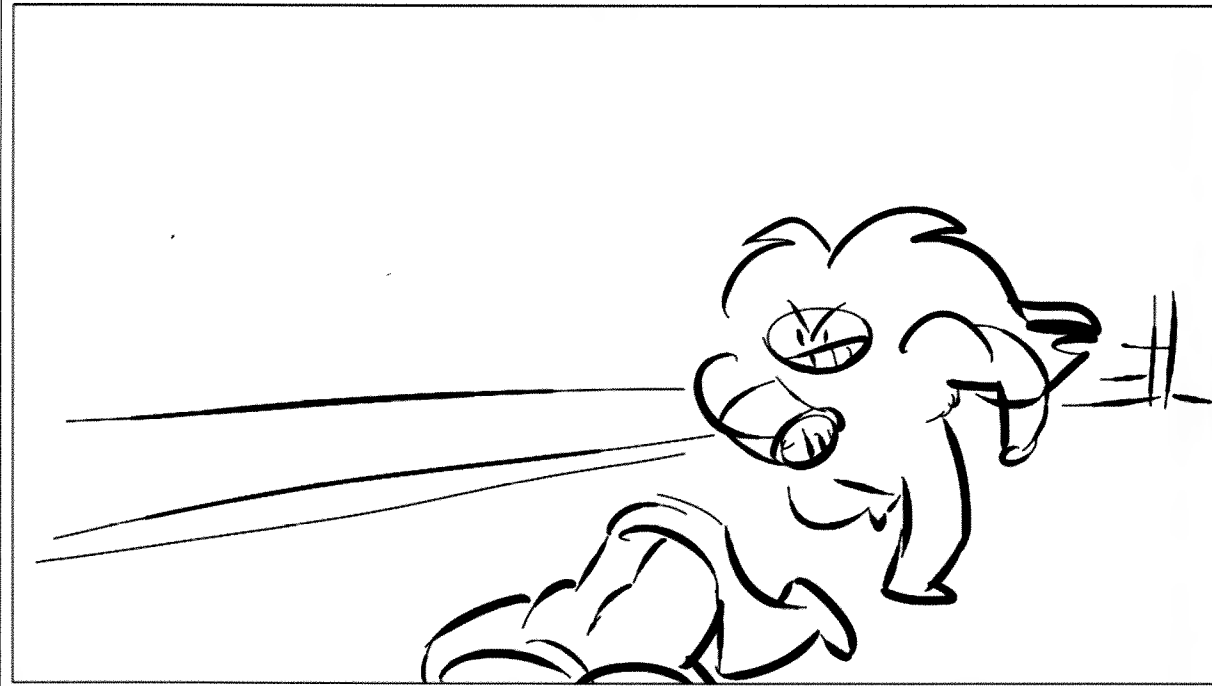
1020-011

Scene

134

Panel

1



Slugging

0.04

Scene

134

Panel

2



Action Notes

Scene freezes and BG fades to color card.

Slugging

1.02

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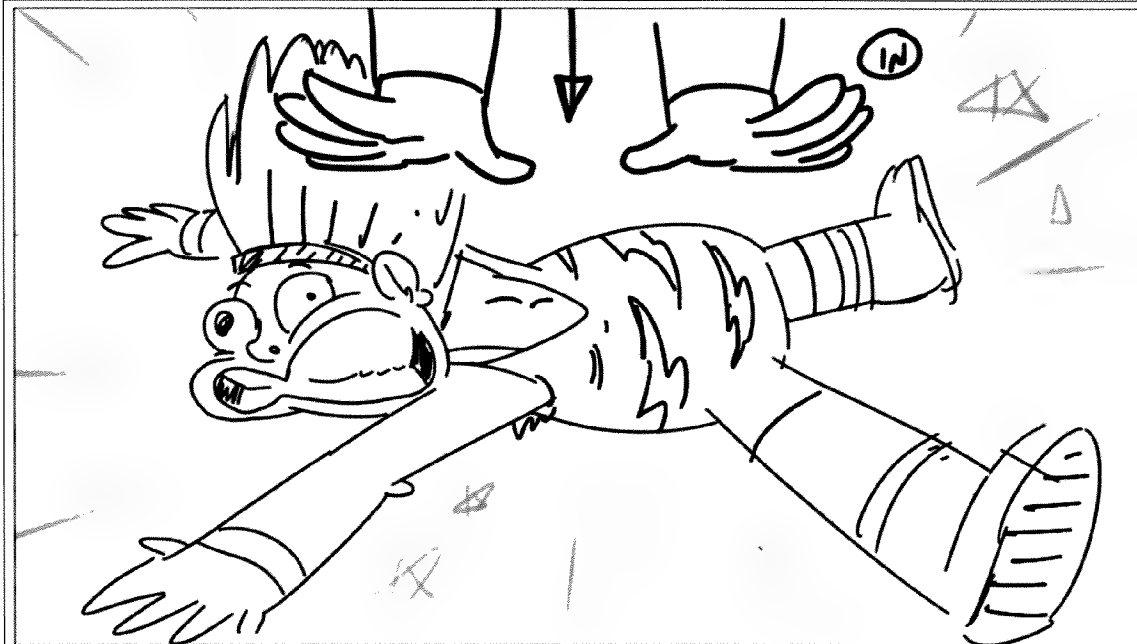


Scene	Panel
135	1



Slugging
0.04

Scene	Panel
135	2



Action Notes
Scene freezes and BG fades to color card.

Slugging
1.02

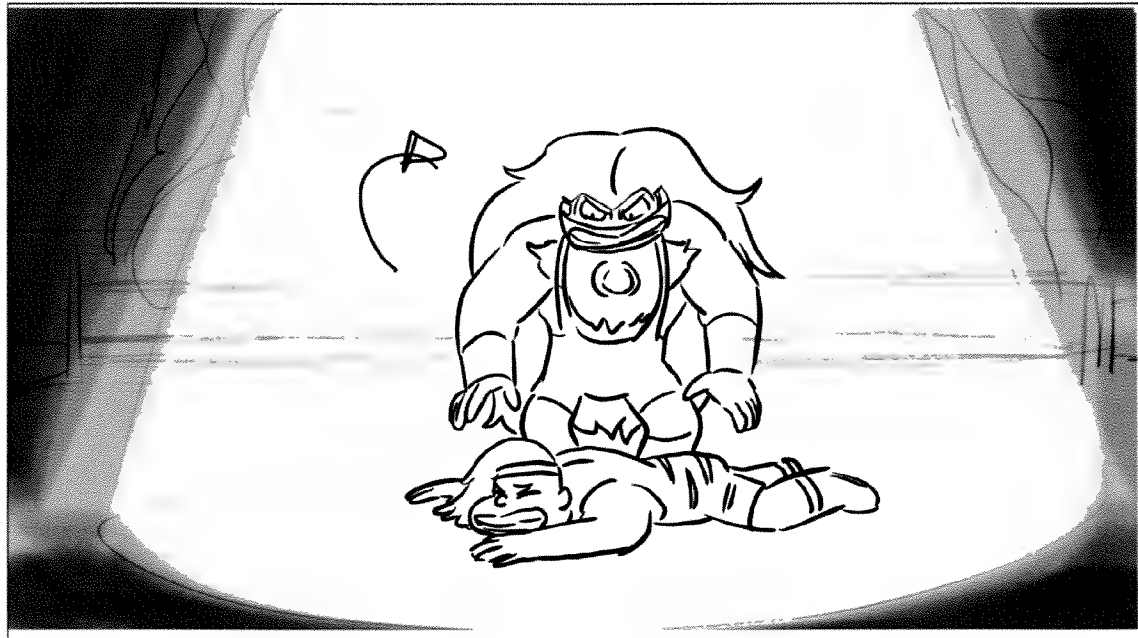
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1020.011

1020 011

1020.011

Scene	Panel
136	1



Action Notes
Amethyst in spot light - steps on opponent.

Slugging
Panels 1 + 2 = 0.08

Scene	Panel
136	2



Action Notes
Amethyst in spot light - steps on opponent.

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Scene	Panel
136	CONT 3



Action Notes
Steven IN dancing around Amethyst.

Slugging
0.08

Scene	Panel
136	CONT 4



Slugging
0.08

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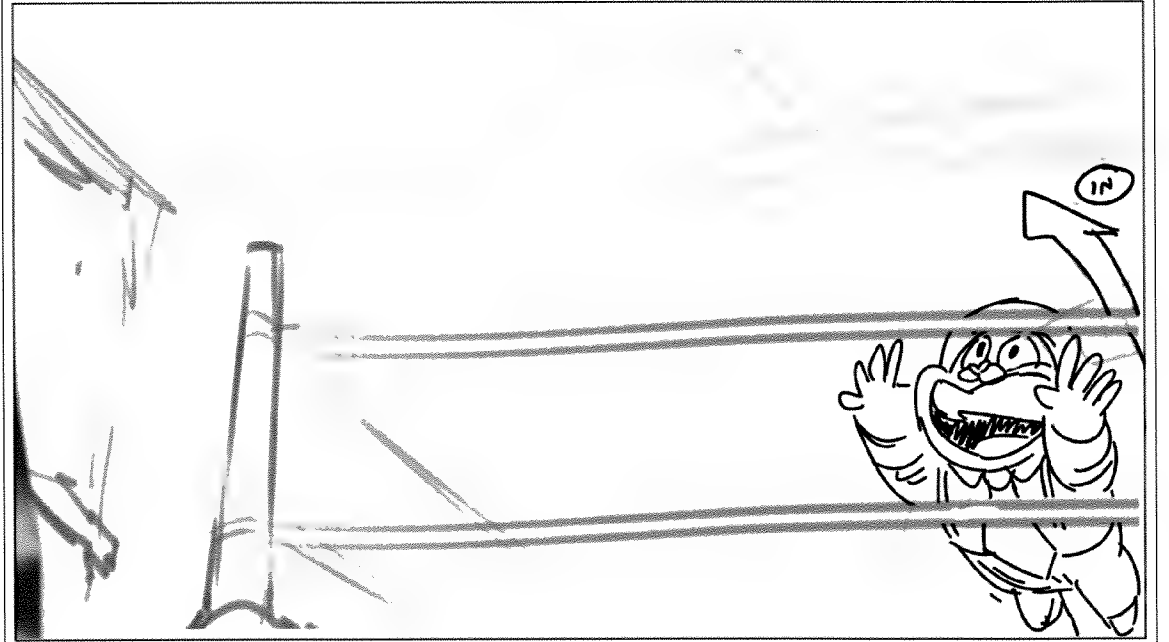
1020.011

Scene	Panel
136	5



Slugging
0.08

Scene	Panel
137	1



Action Notes
Steven IN.

Slugging
0.12

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1020.011

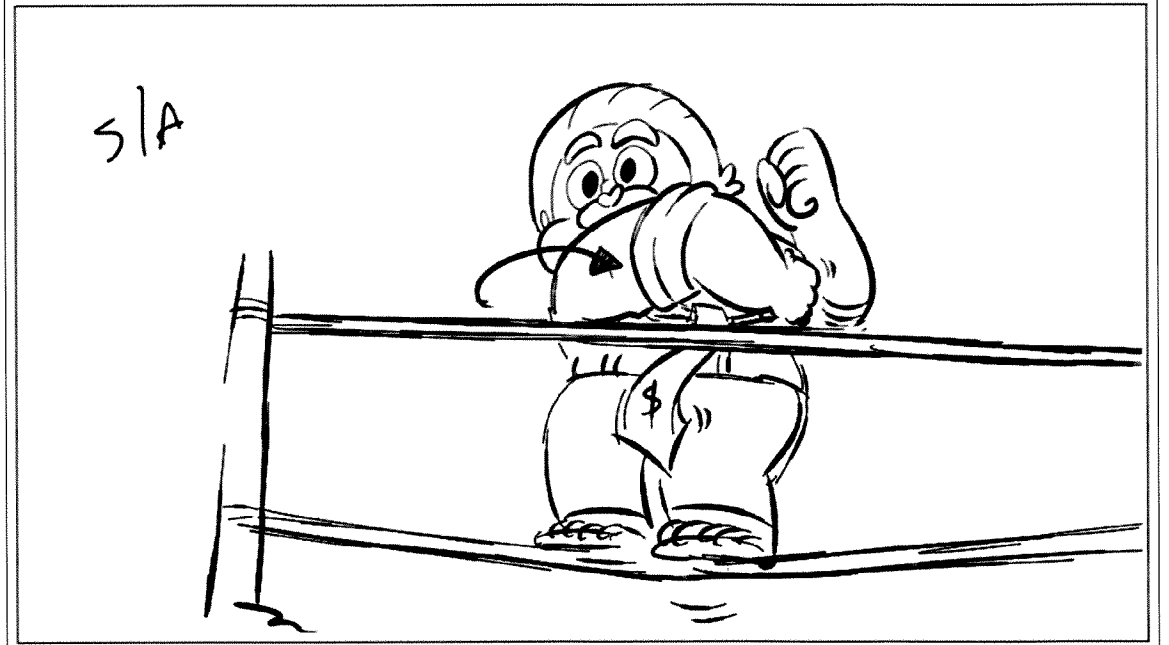
Scene	Panel
137	<i>CONT</i> 2



Action Notes
Steven on the ropes.

Slugging
0.08

Scene	Panel
137	<i>CONT</i> 3



Action Notes
Steven grabs tie.

Slugging
0.07

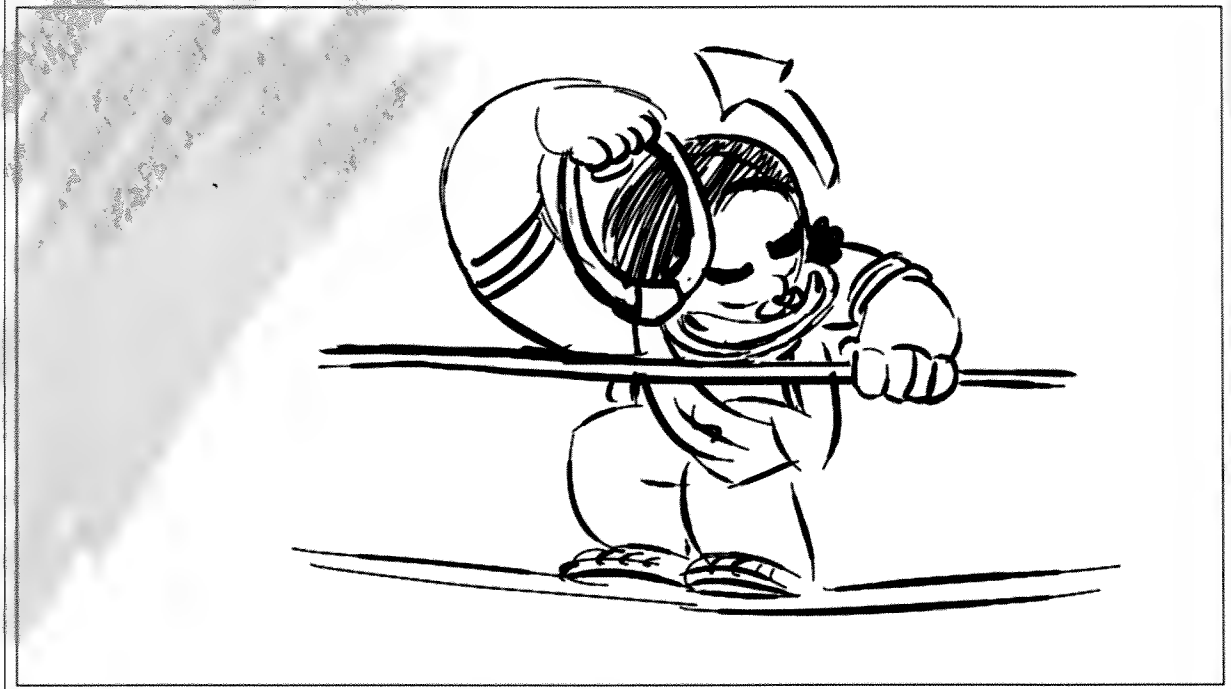
JUL 09 2013

1020.011

1020.011

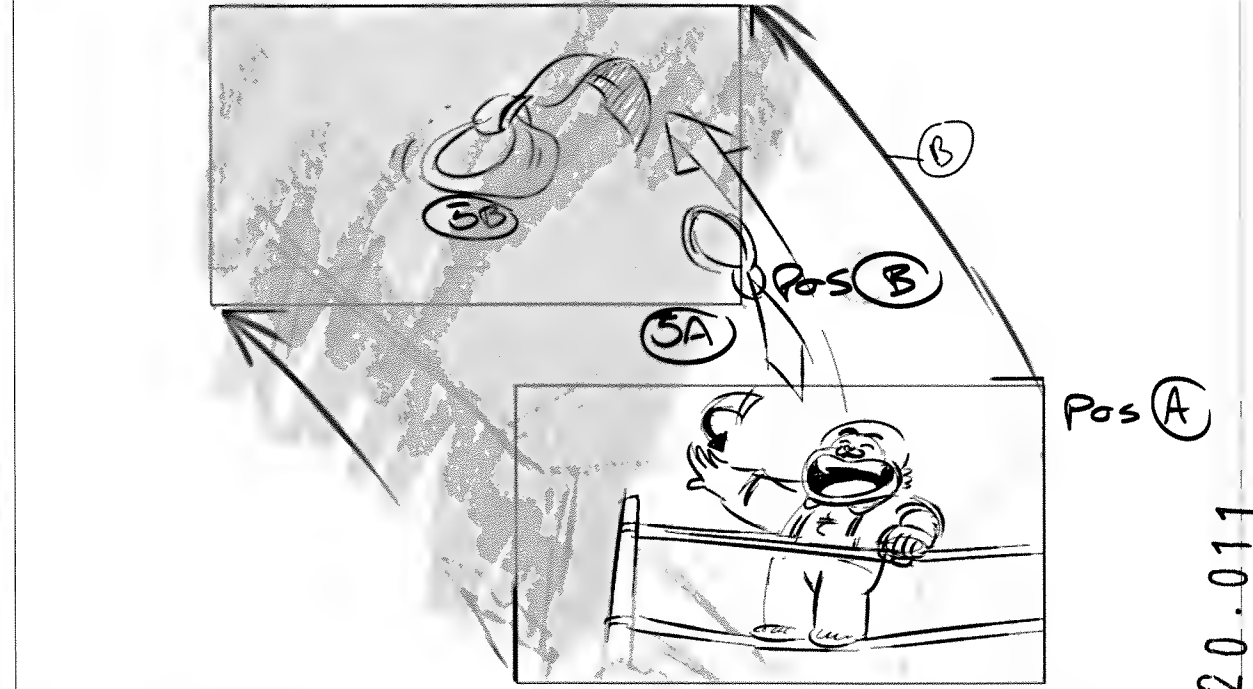
1020.011

Scene 137 Panel 4
CONT



Slugging
0.04

Scene 137 Panel 5
CONT



Action Notes
Pan with tie as its thrown over the crowd.

Slugging
ADJ: 0.07
Then HOLD: 0.11

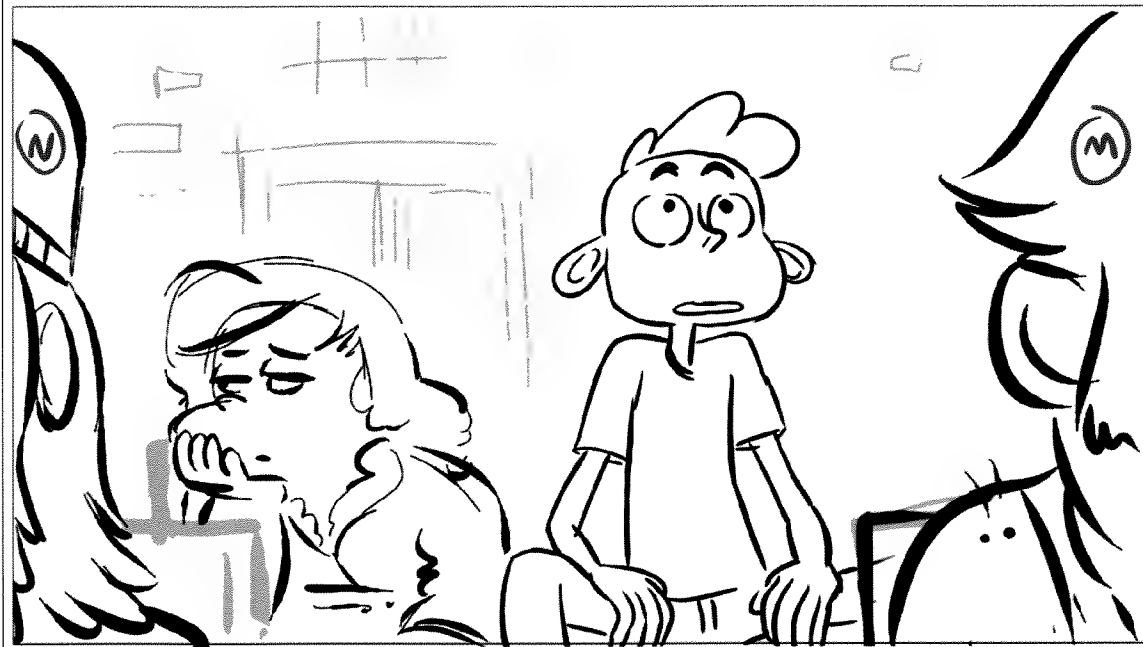
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Scene	Panel
138	1



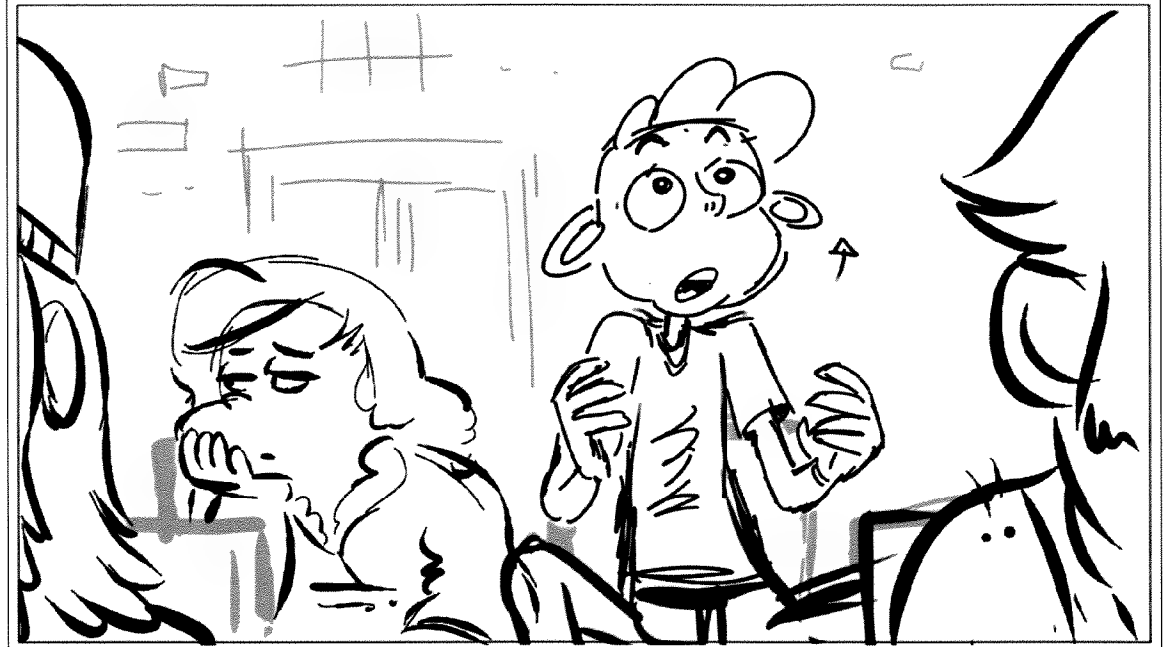
Action Notes

Lars looks up / Sadie is bored.

Slugging

Panels 1 + 2 = 0.08

Scene	Panel
138	2 <i>CONT</i>



Action Notes

Lars looks up / Sadie is bored.

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1020 011

Scene	Panel
138	CONT 3



Action Notes
Lars catches tie.

Slugging
0.15

Scene	Panel
138	CONT 4



Action Notes
Lars puts on the tie.

Slugging
0.08

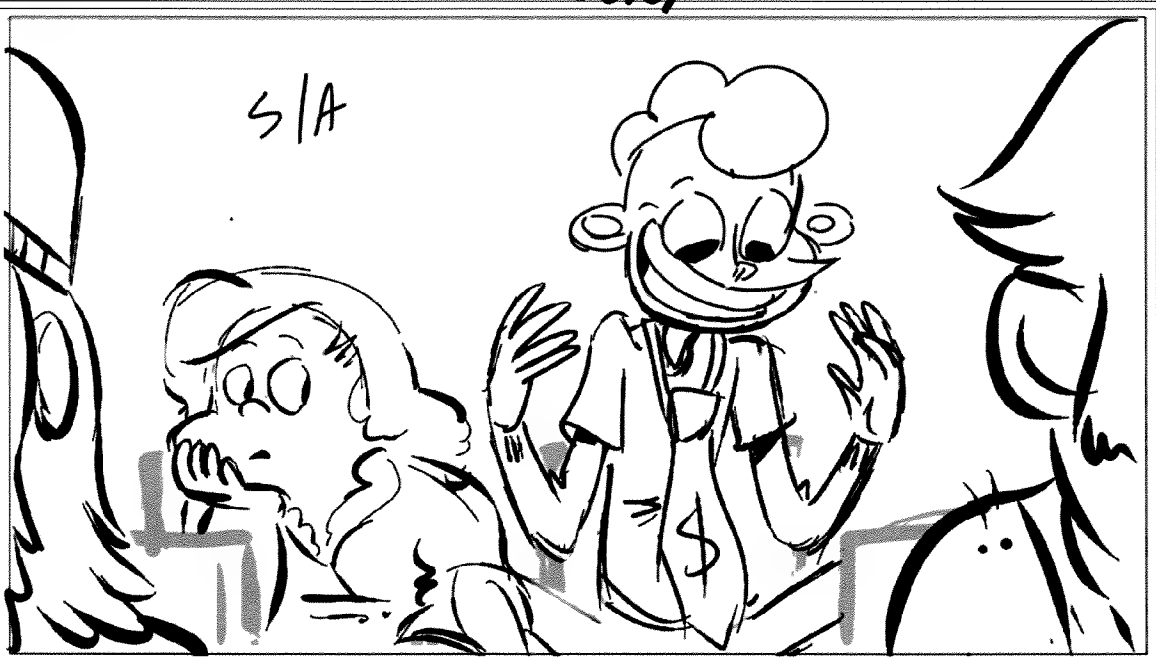
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Scene	Panel
138	5



Action Notes
Sadie looks over.

Slugging
0.12

Scene	Panel
138	6



Dialog
LARS: YAAA!!

Action Notes
Lars cheers.

Slugging
2.03

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Scene	Panel
139	1

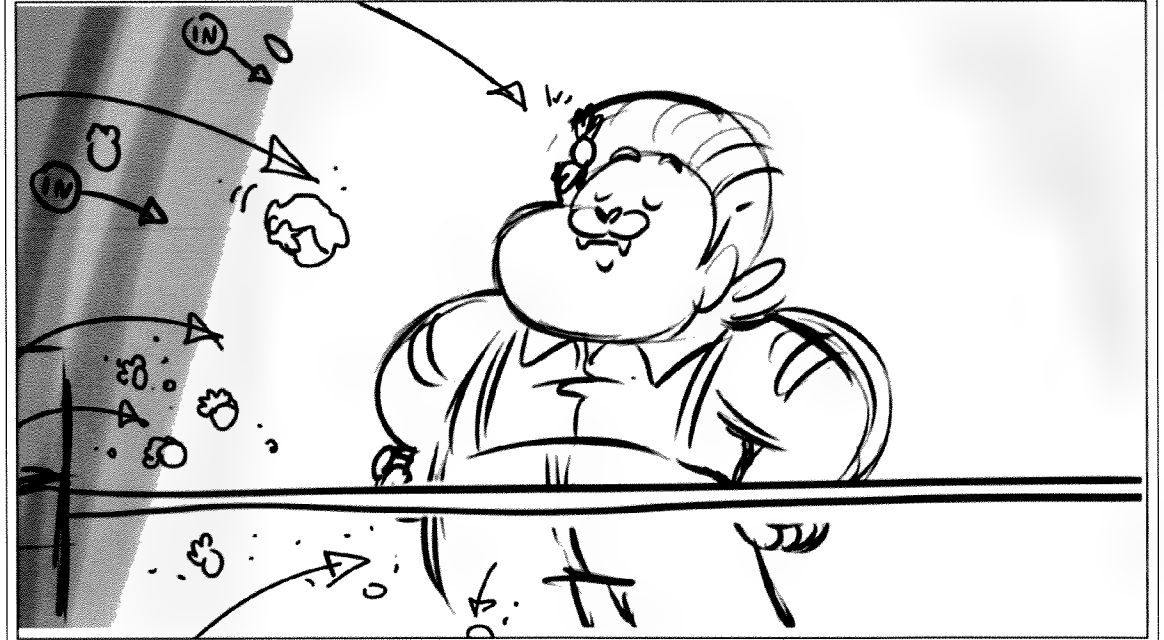


Dialog
CROWD: BOO!

Action Notes
Steven stands proudly as garbage from the audience bounces off him.

Slugging
Panels 1 to 4 = 2.03

Scene	Panel
139	2 <i>cont</i>



Dialog
CROWD: BOO!

Action Notes
Steven stands proudly as garbage from the audience bounces off him.

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1020.011

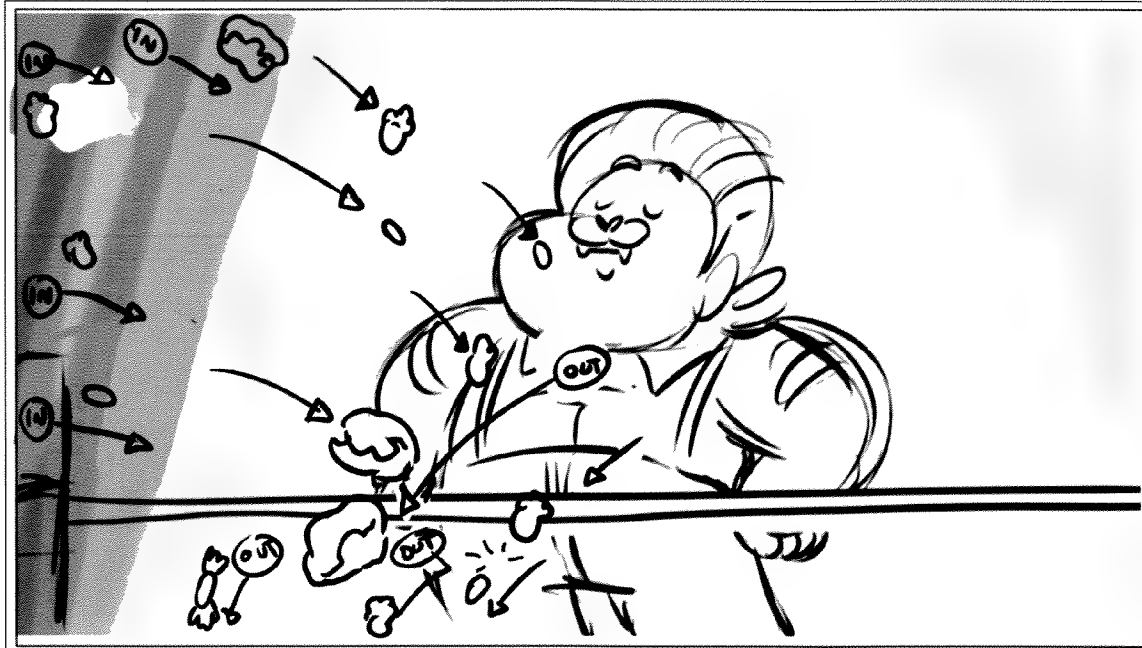
Scene 139 Panel 3
CONT



Dialog
CROWD: BOO!

Action Notes
Steven stands proudly as garbage from the audience bounces off him.

Scene 139 Panel 4
CONT



Dialog
CROWD: BOO!

Action Notes
Steven stands proudly as garbage from the audience bounces off him.

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1020.011

Scene	Panel
140	1



Dialog

MR. SMILEY (os): RECORD-BREAKING HEAT...

Slugging

1.11

Scene	Panel
141	1



Dialog

MR. SMILEY: ...TONIGHT, FOLKS!

Slugging

0.15

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1020.011

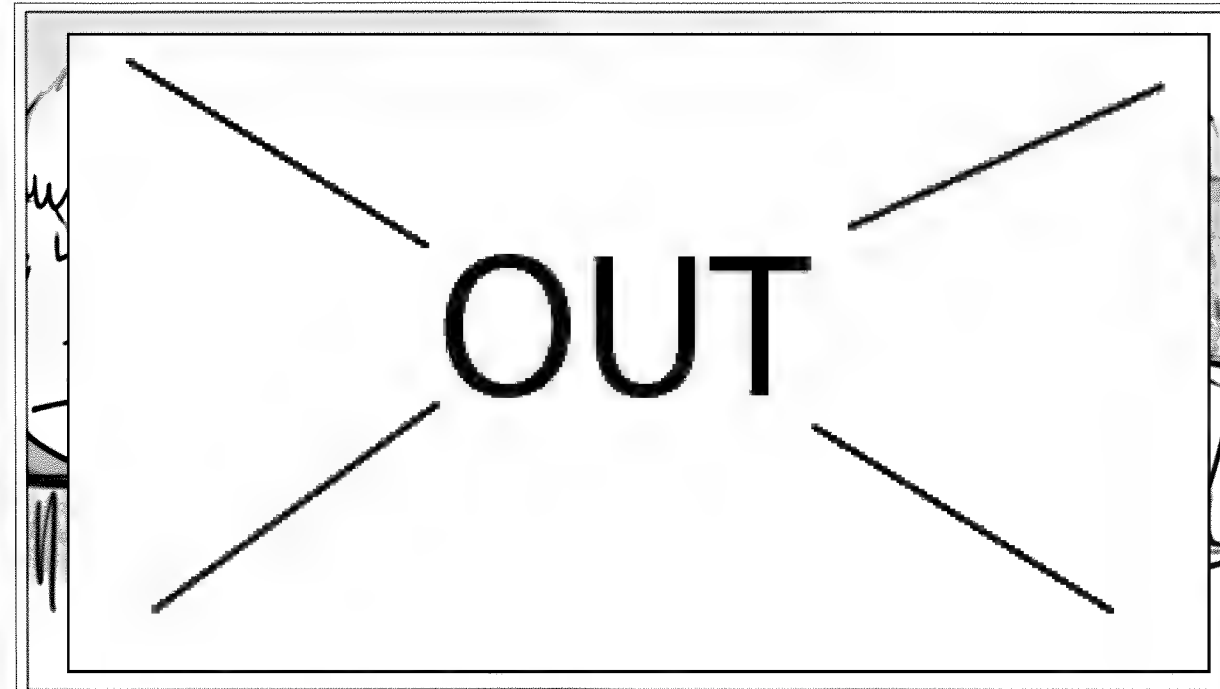
Scene	Panel
141	2



Dialog
MR. SMILEY: COULD IT BE?

Slugging
1.06

Scene	Panel
142	1



Dialog
MR. SMILEY (os): TIGER MILLIONAIRE HAS BOUGHT OUT OUR SODA STAND!

Action Notes
Steven walks up with armful of soda.

Slugging
Panels 1 + 2 = 3.14

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Scene	Duration	Panel	Duration
142	05:00	1	01:00



Dialog

MR. SMILEY (os): TIGER MILLIONAIRE HAS BOUGHT OUT OUR SODA STAND!

Action Notes

Steven walks up with armful of soda.

Scene	Duration	Panel	Duration
142	05:00	2	01:00



Dialog

MR. SMILEY (os): TIGER MILLIONAIRE HAS BOUGHT OUT OUR SODA STAND!

Action Notes

Steven walks up with armful of soda.

Scene	Duration	Panel	Duration
142	05:00	3	01:00



Dialog

MR. SMILEY (os): MAYBE HE?LL
SHARE WITH HIS THIRSTY---

Action Notes

Steven stops.

Scene	Duration	Panel	Duration
142	05:00	4	01:00



Dialog

MR. SMILEY (os): OOOOH!

Action Notes

Steven drops sodas
intentionally - crowd reacts.

Scene	Duration	Panel	Duration
142	05:00	5	01:00



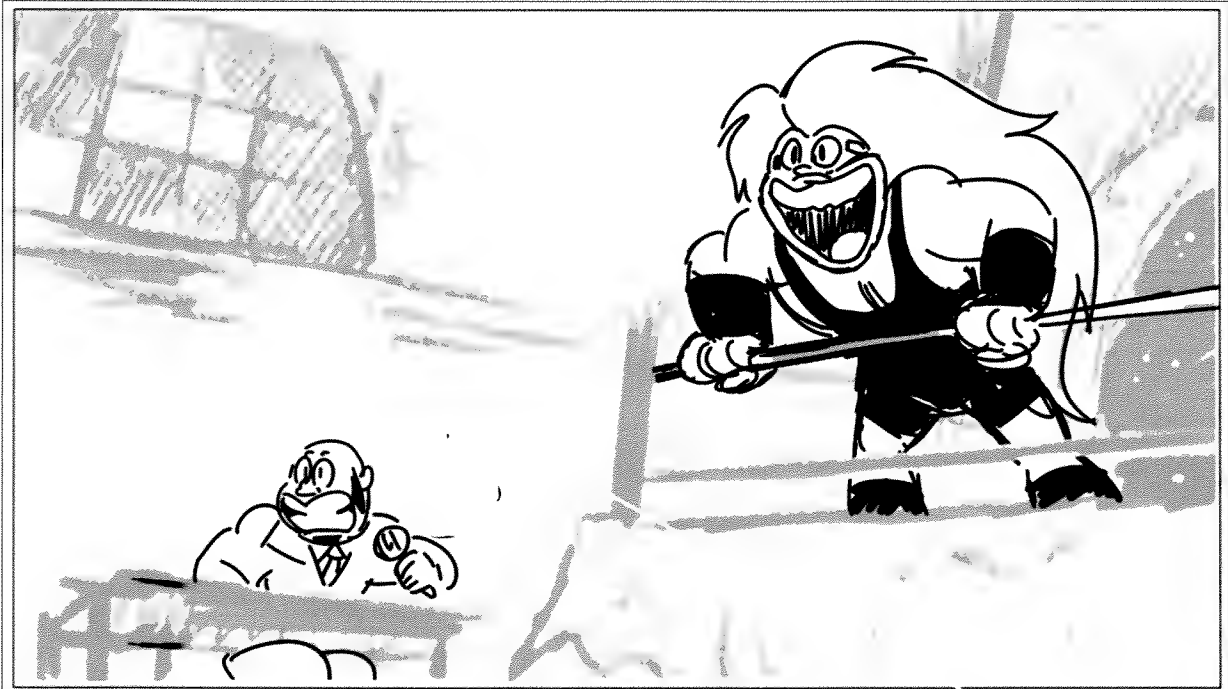
Dialog

MR. SMILEY (os): NOW THERE? S
NO SODAS FOR ANYBODY!

Action Notes

Steven smiles innocently.

Scene	Panel
143	1



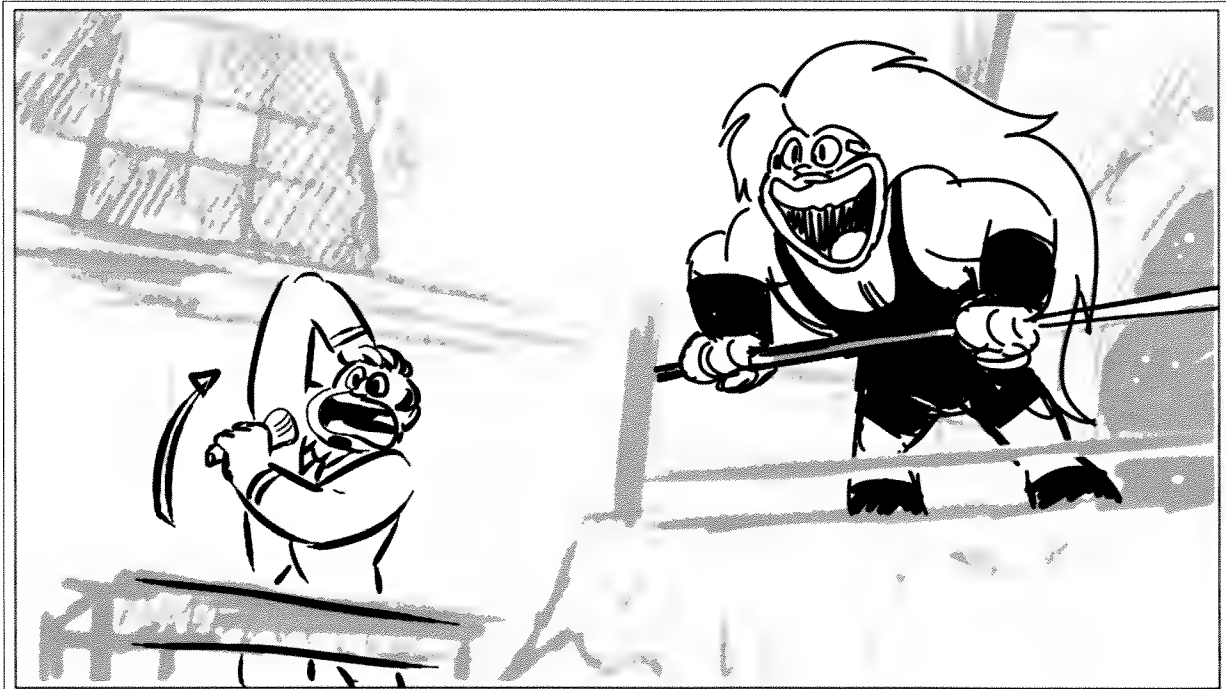
Action Notes

Mr. Smiley in shock / Amethyst highly amused.

Slugging

0.04

Scene	Panel
143	2



Dialog

MR. SMILEY: AND NOW HE'S PUTTING ON GALOSHES!

Slugging

2.13

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1020-011



Scene	Panel
144	1



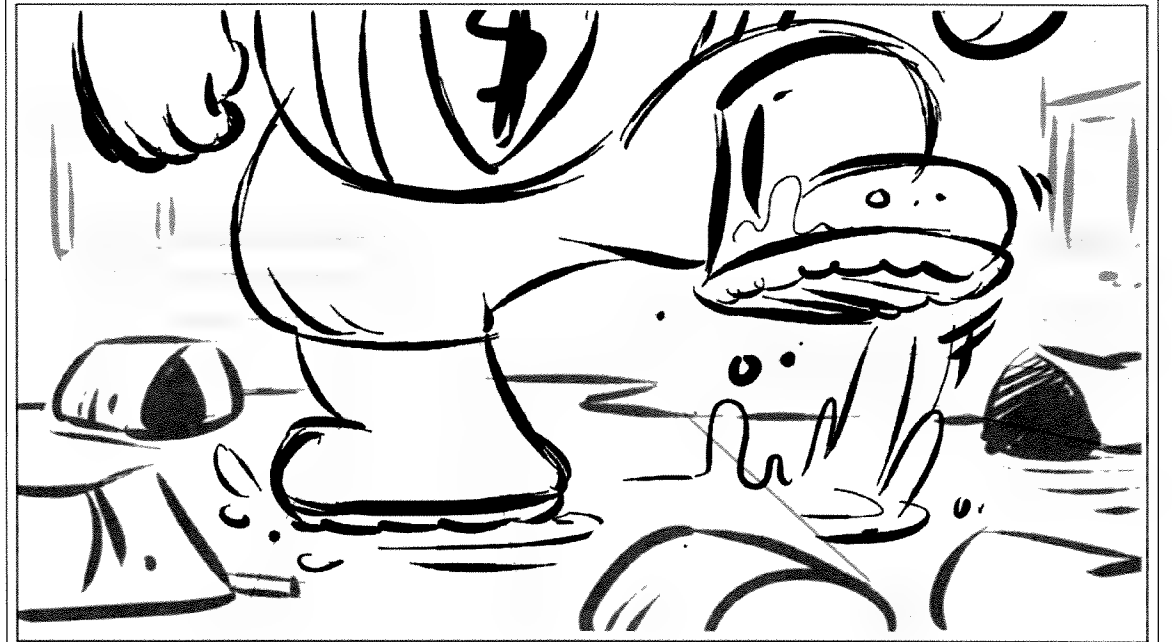
Dialog
MR. SMILEY (os): WOW FOLKS....

Action Notes
Steven stomps on soda.

Slugging
Panels 1 + 2 x 4.5 = 0.11

Total cycle frames: 3.01

Scene	Panel
144	2



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1020.011

Scene 144 Panel 3



Dialog

MR. SMILEY (os): ...THIS IS REALLY HARD TO WATCH!

Action Notes

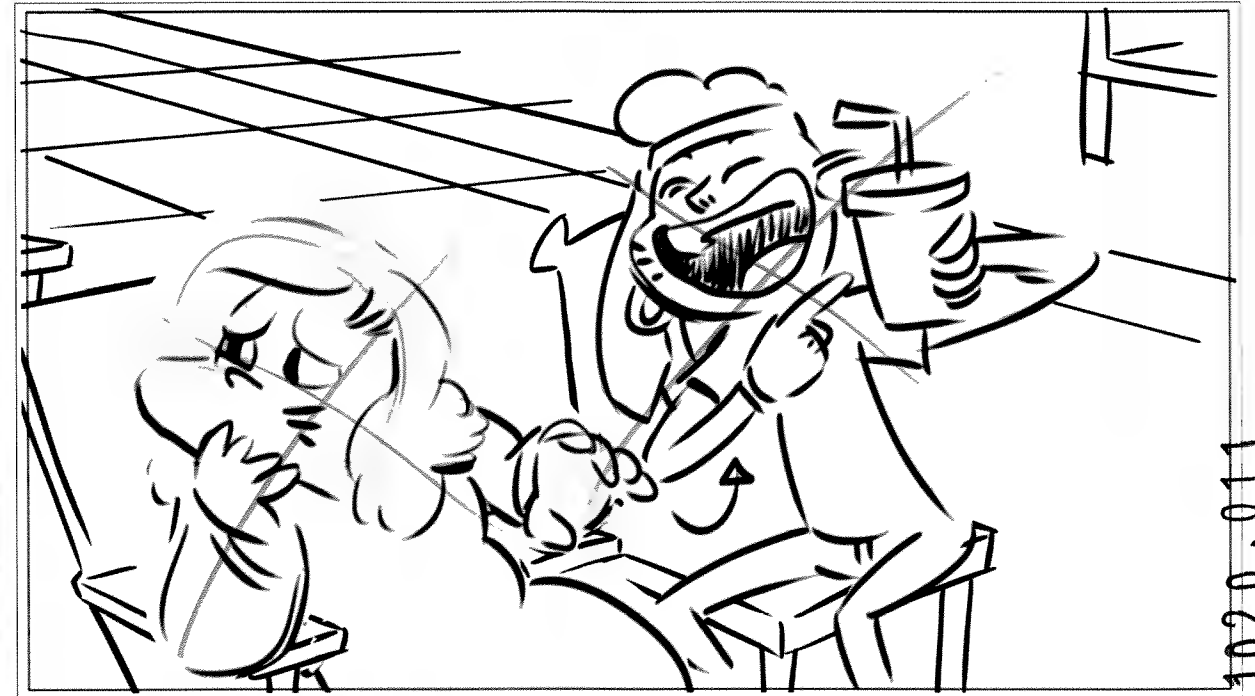
Pan up from Steven stomping sodas to Steven intense face.

Slugging

ADJ: 1.02

Then HOLD: 0.14

Scene 145 Panel 1



Dialog



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1020.011

1020.011



Scene	Panel
145	<i>CONT</i>



Action Notes
Lars antics.

Slugging
0.09

Scene	Panel
145	<i>CONT</i>



Action Notes
Lars runs OUT O/S

Slugging
0.12

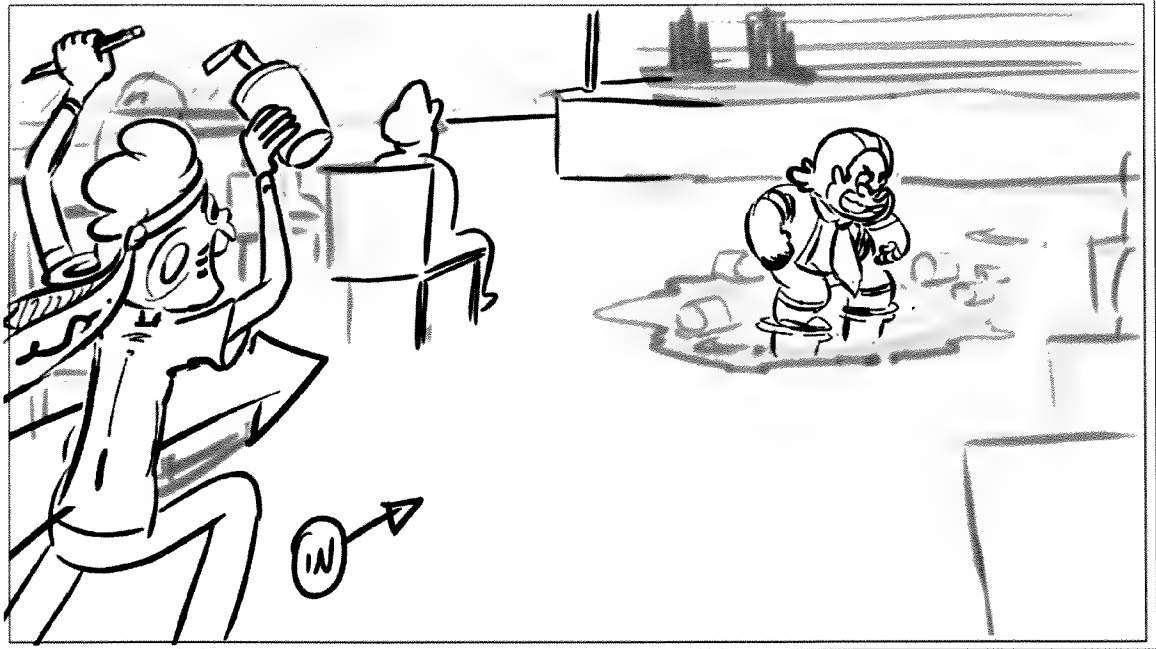
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1020.011



Scene	Panel
146	1



Dialog

LARS: TIGER! HEY TIGER!

Action Notes

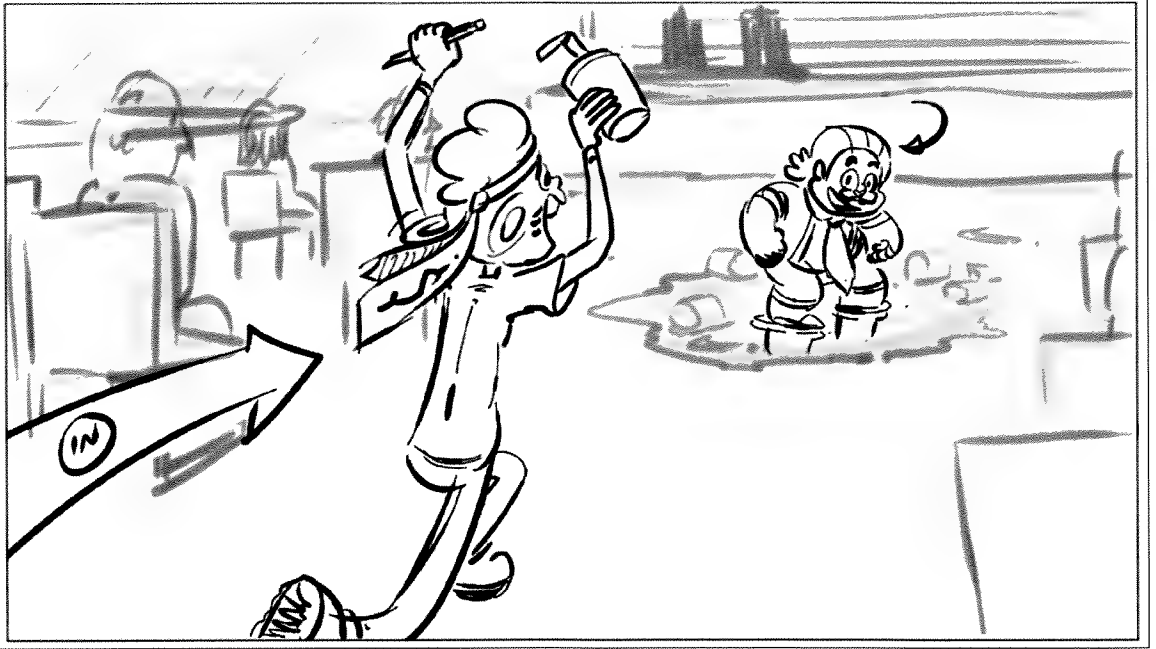
Lars runs IN

Steven turns to look at Lars.

Slugging

Panels 1 + 2 = 1.12

Scene	Panel
146	2



Dialog

LARS: TIGER! HEY TIGER!

Action Notes

Lars runs IN

Steven turns to look at Lars.

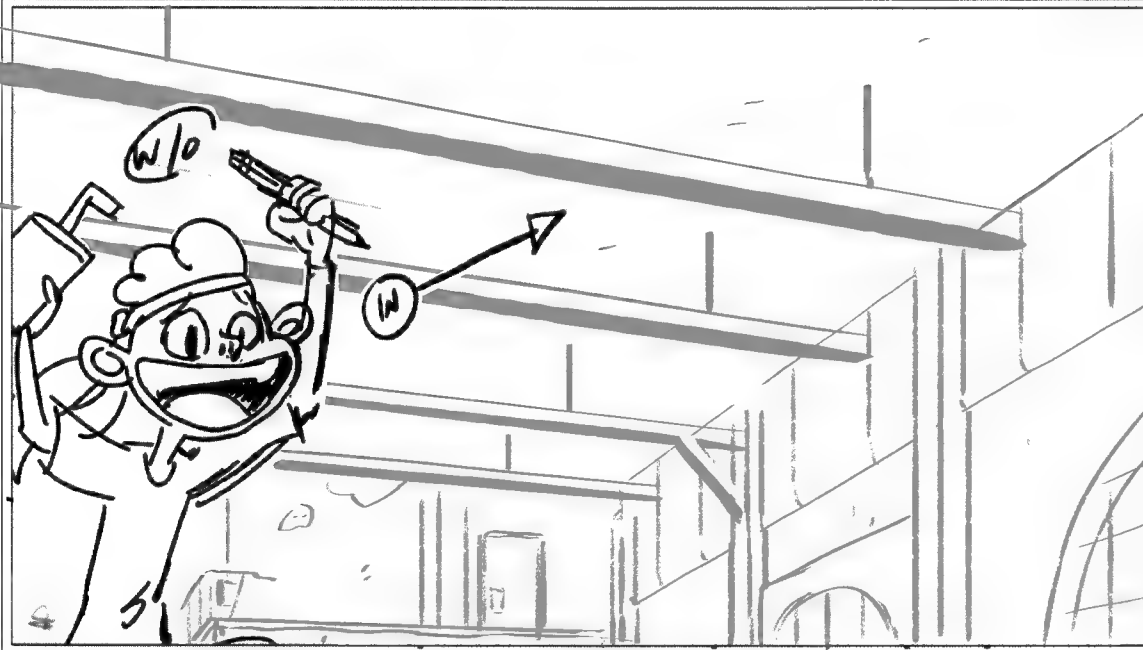
JUL 09 2013

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1020.011

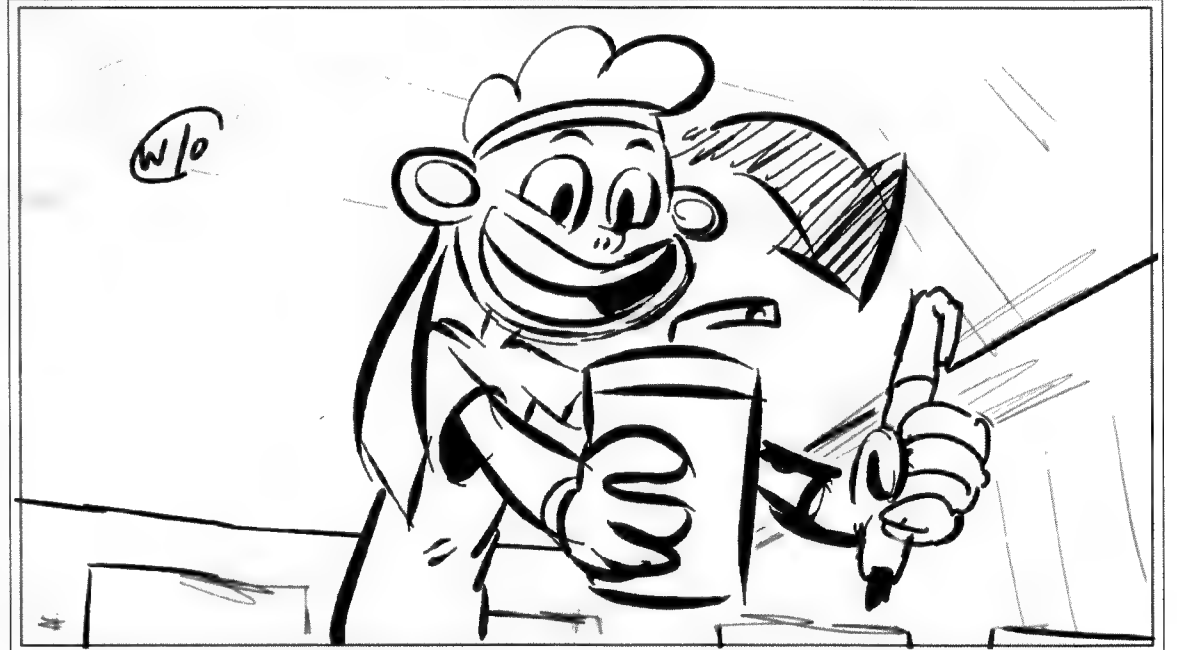
Scene	Panel
147	1



Slugging

Panels 1 + 2 = 1.10

Scene	Panel
147	cont 2



Dialog

LARS: WOULD YOU SIGN THIS?

Action Notes

Lars offers soda and marker.

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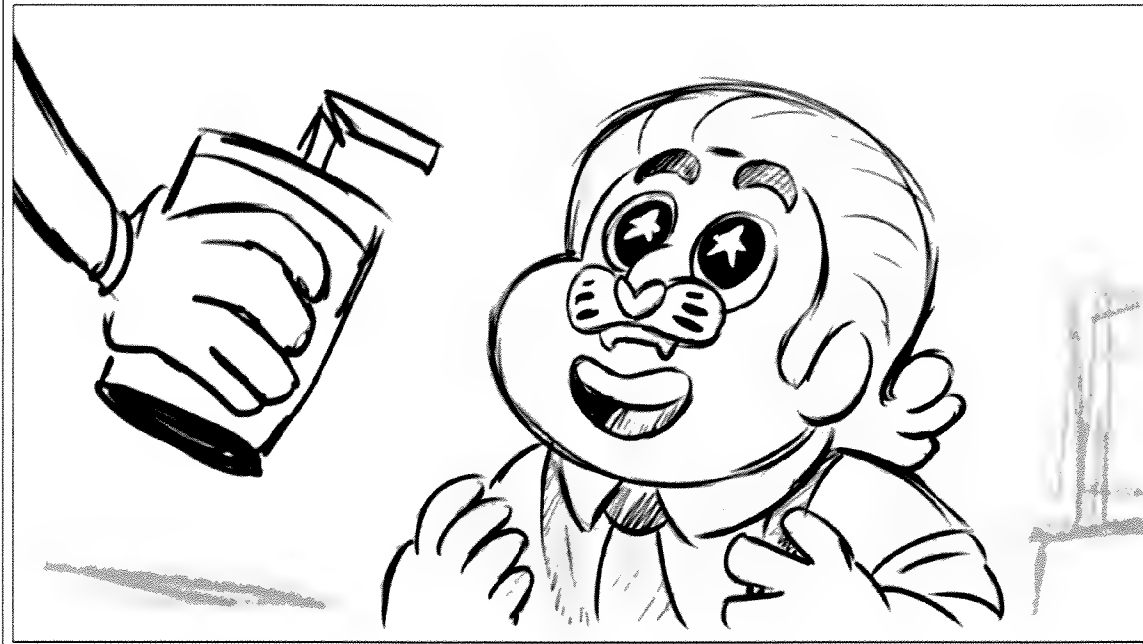
1020:011

1020.011

1020.011



Scene	Panel
148	1

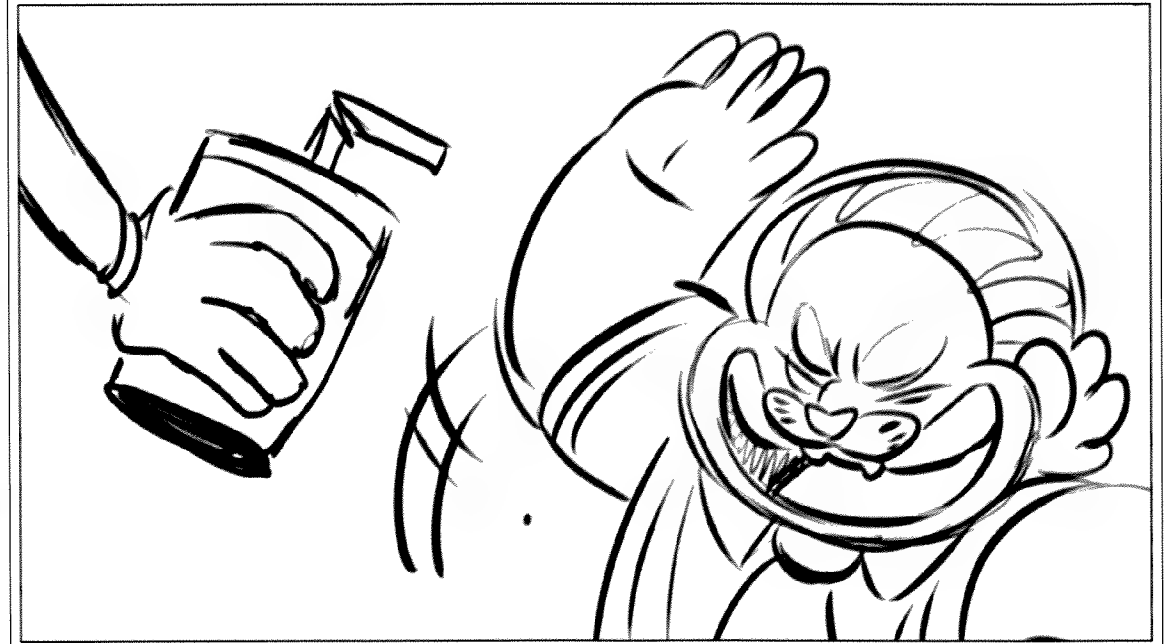


Dialog
LARS: IT'D BE SO RAD!

Action Notes
Steven looks on at Lars, starry-eyed.

Slugging
1.11

Scene	Panel
148	<i>cont</i> 2



Dialog
STEVEN: YOU COULDN'T AFF---

Slugging
2.00

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1020.011

Scene	Duration	Panel	Duration
149	02:00	1	01:00



Dialog

STEVEN: ...AFF---

Action Notes

-SP-

Scene	Duration	Panel	Duration
149	02:00	2	01:00



Dialog

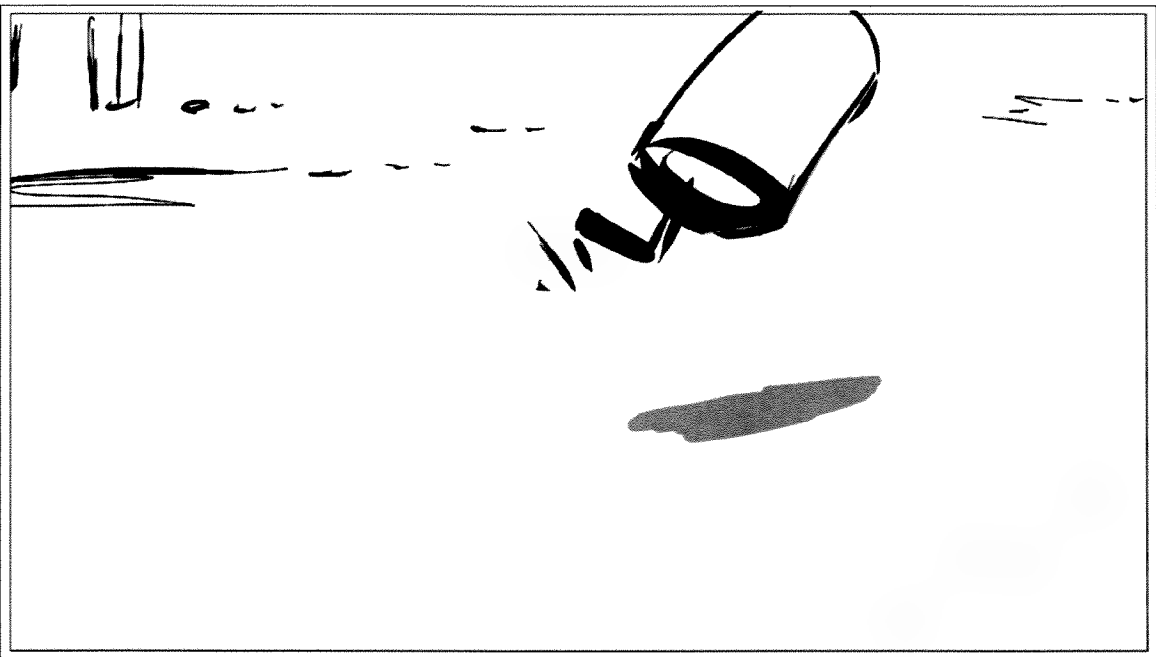
STEVEN: ... FORD IT!!

Action Notes

Steven slaps the soda out of
Lars hand.



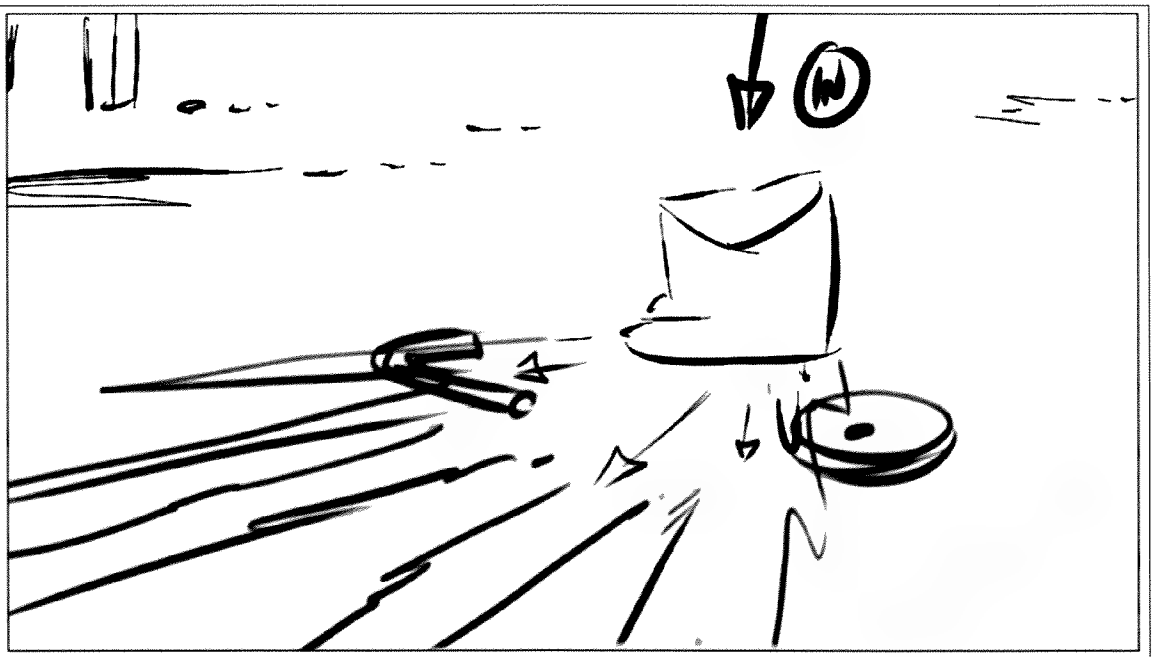
Scene	Panel
150	1



Action Notes
Soda is knocked to the ground.

Slugging
0.02

Scene	Panel
150	2



Action Notes
Soda shoots across floor on impact.

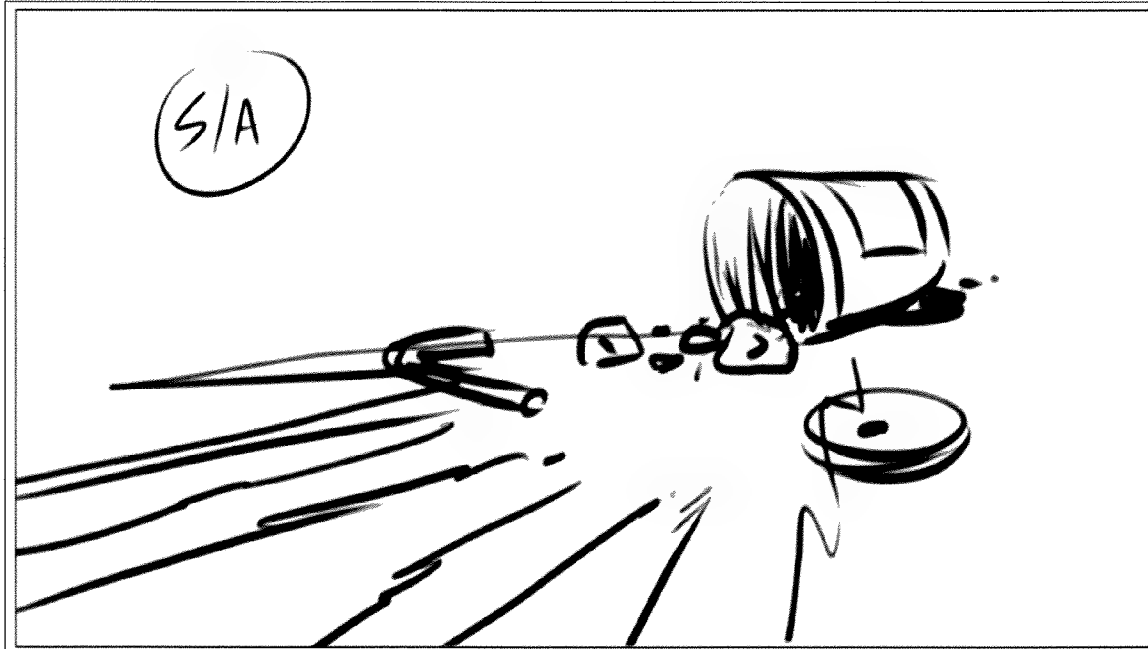
Slugging
0.04

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Scene	Panel
150	3



Dialog
CROWD: 000....

Action Notes
Cup, straw, ice and lid still.

Slugging
1.15

Scene	Panel
151	1



Dialog
CROWD: 000....

Action Notes
Lars is stunned and embarrassed.

Slugging
1.03

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1020.011

Scene	Panel
151	2



Dialog
MR. SMILEY (os): WHO-HO-HO...

Action Notes
Holds marker to chest and looks at Tiger with hurt expression.

Slugging
1.04

Scene	Panel
152	1



Dialog
MR. SMILEY (os): WHO-HO-HO...

Action Notes
Steven with angry expression.

Slugging
0.09

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1020.011

Scene Panel
152 **CONT** 2

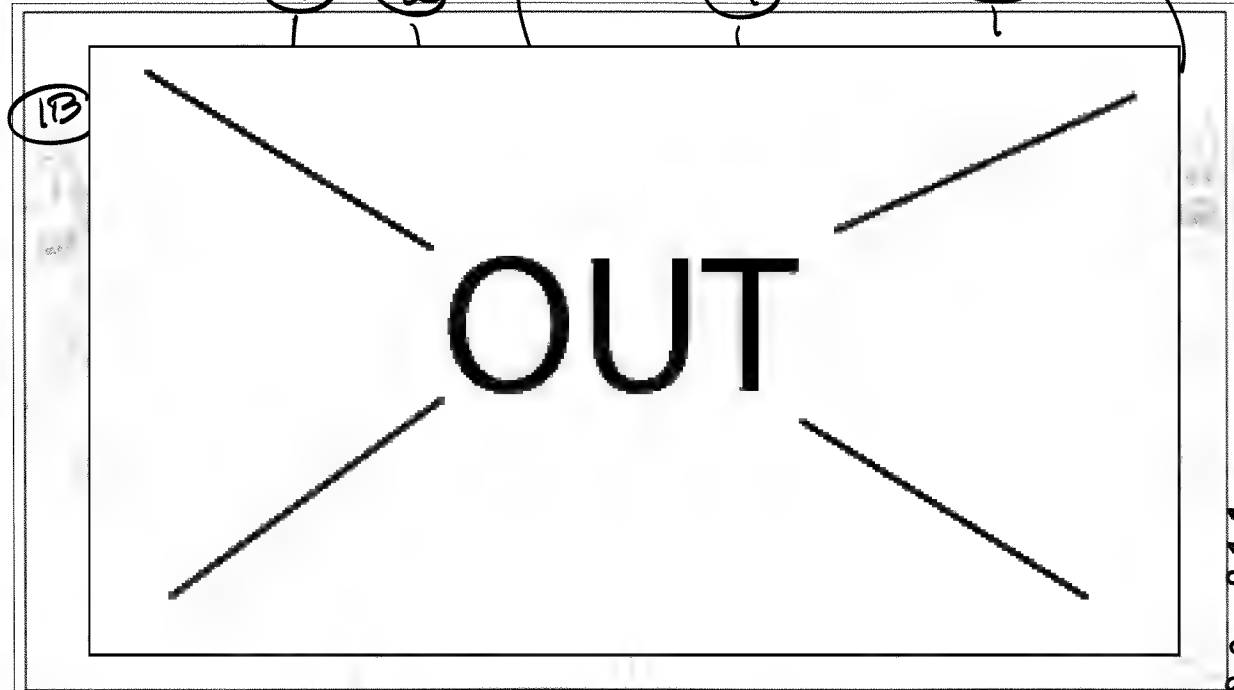


Dialog
MR. SMILEY (os): WHO-HO-HO...

Action Notes
Reacts up, coming to his senses.

Slugging
1.09

Scene Panel
153 1



Dialog
MR. SMILEY (os): NEVER THOUGHT ...

Slugging
1.00

1A CROWD
ARMS
DOWN

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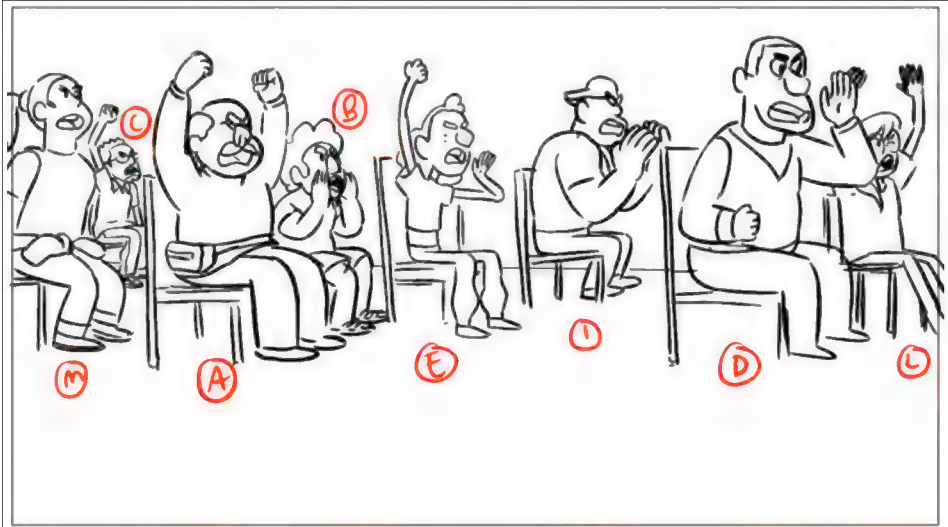


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1020-011

1020-011

Scene	Duration	Panel	Duration
153	07:00	1	01:00



Dialog

MR. SMILEY (os): NEVER
THOUGHT ...

Scene	Duration	Panel	Duration
153	07:00	2	01:00



Dialog

MR. SMILEY (os): ...I?D LIVE
TO SEE THE DAY WHEN ...

Action Notes

Lars IN marches past the
angry crowd.

Scene	Duration	Panel	Duration
153	07:00	3	01:00



Dialog

MR. SMILEY (os): ...A
CONTENDER TURNED...

Action Notes

Lars yanks Tiger's tie off.

Scene	Duration	Panel	Duration
153	07:00	4	01:00



Dialog

MR. SMILEY (os): ...ON HIS
OWN FANS!

Action Notes

And throws it down.

Scene	Duration	Panel	Duration
153	07:00	5	01:00



Dialog

STEVEN: I THOUGHT WE WERE JUST HAVING FUN!

Action Notes

Lars OUT, Steven IN walking after Lars.

Crowd turns to look at

Steven.

Scene	Duration	Panel	Duration
153	07:00	6	01:00



Dialog

MR. SMILEY (os): TIGER...

Scene	Duration	Panel	Duration
153	07:00	7	01:00



Dialog

MR. SMILEY (os):
...MILLIONAIRE...

Scene	Panel
154	1



Dialog
MR. SMILEY: YOU ARE THE...

Slugging
Panels 1 + 2 = 0.14

Scene	Panel
154	2



Dialog
MR. SMILEY: YOU ARE THE...

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1020.011

Scene	Panel
154	3

cont

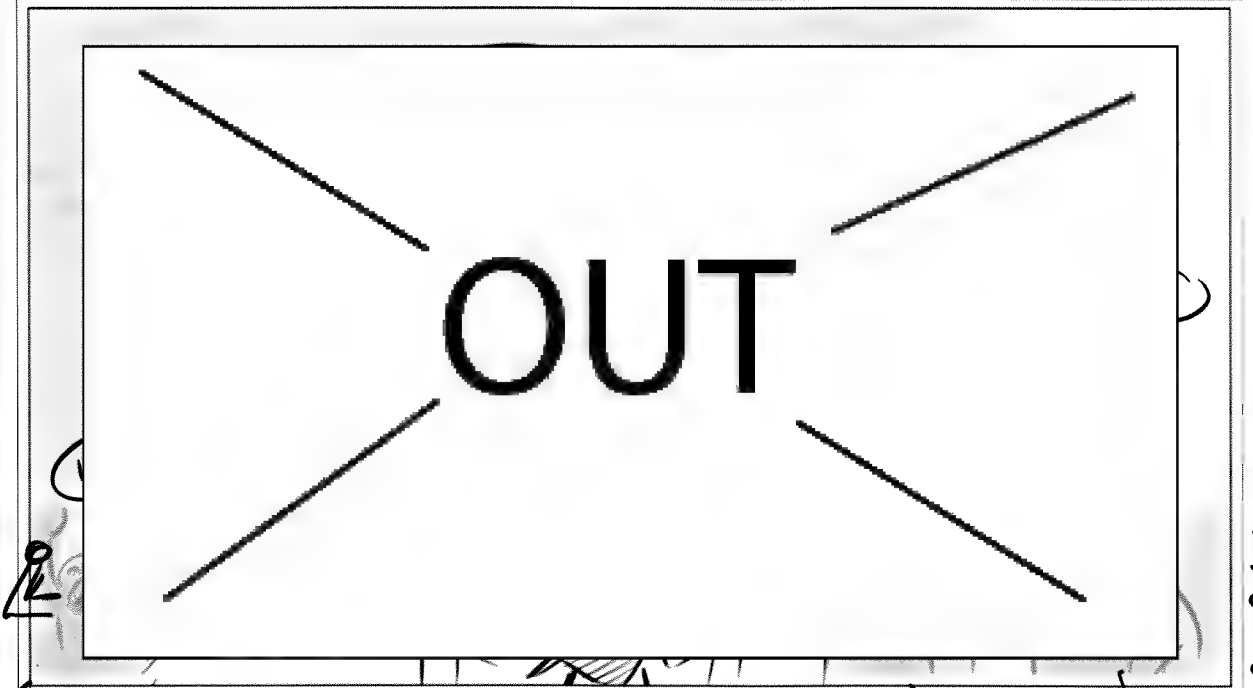


Dialog
MR. SMILEY: ... CRUELEST CREATURE ON THE PLANET!!!

Slugging
2.02

①
CHAR

Scene	Panel
155	1



Dialog
CROWD: <ANGRY BOOING>

Slugging
0.04

②
CHAR

③
CHAR

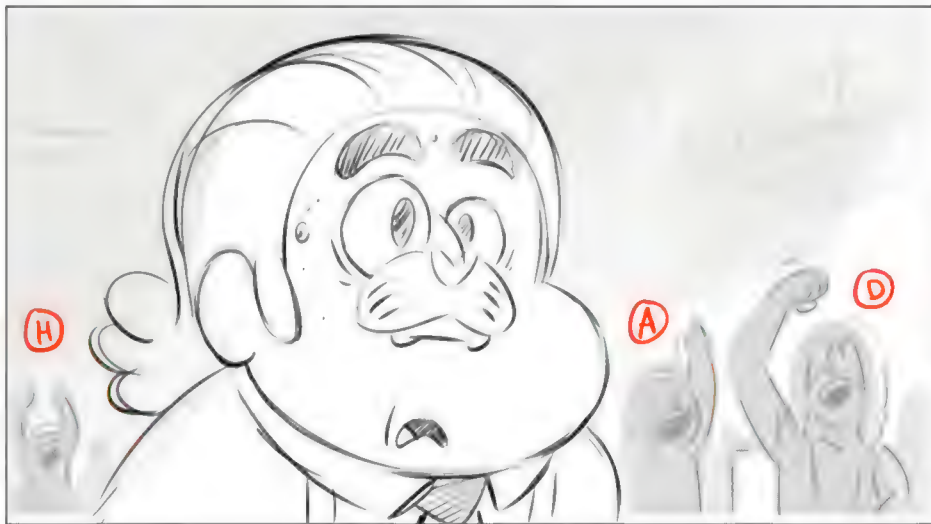
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1020.011

1020.011

Scene	Duration	Panel	Duration
155	04:00	1	01:00



Dialog

CROWD: <ANGRY BOOING>

Scene	Duration	Panel	Duration
155	04:00	2	01:00



Dialog

CROWD: <ANGRY BOOING>

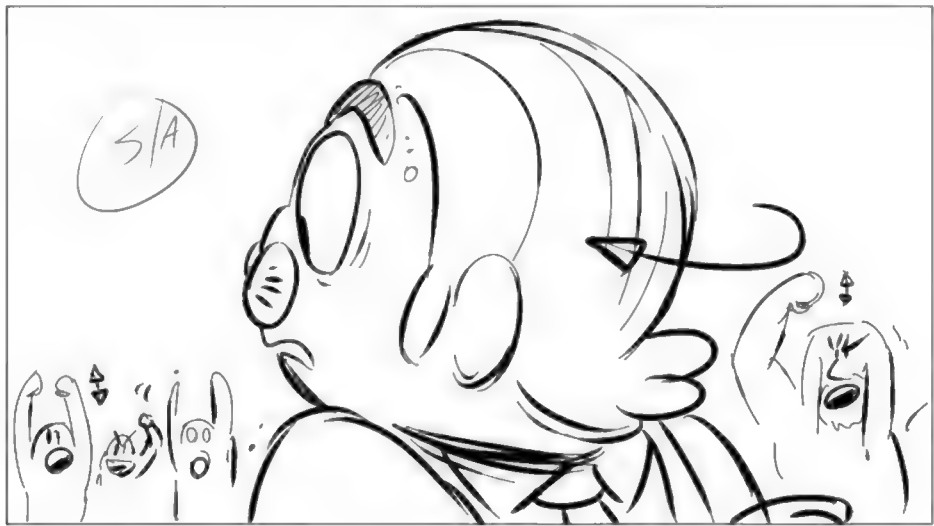
Scene	Duration	Panel	Duration
155	04:00	3	01:00



Dialog

CROWD: <ANGRY BOOING>

Scene	Duration	Panel	Duration
155	04:00	4	01:00



Dialog

CROWD: <ANGRY BOOING>

Scene	Duration	Panel	Duration
156	04:00	1	01:00



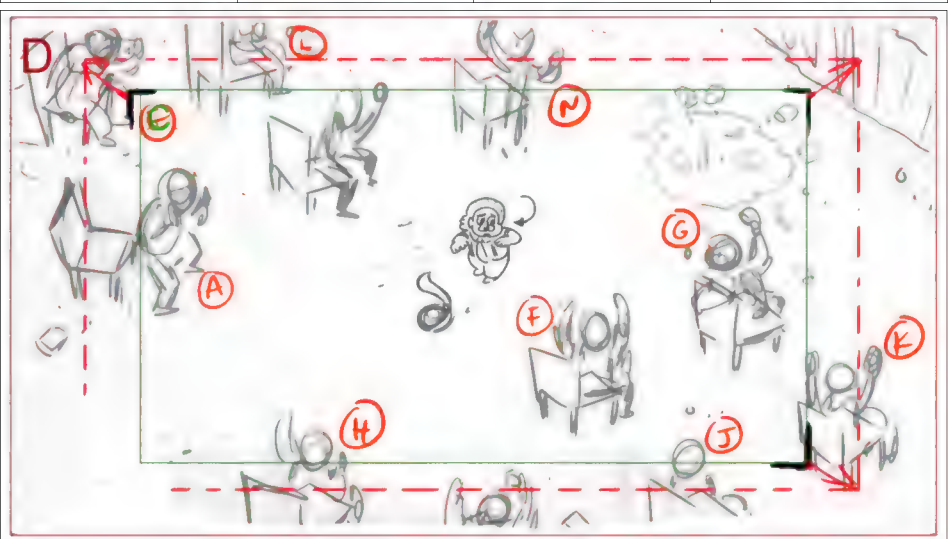
Dialog

CROWD: <ANGRY BOOING>

Action Notes

Steven looks around at the angry crowd.

Scene	Duration	Panel	Duration
156	04:00	2	01:00



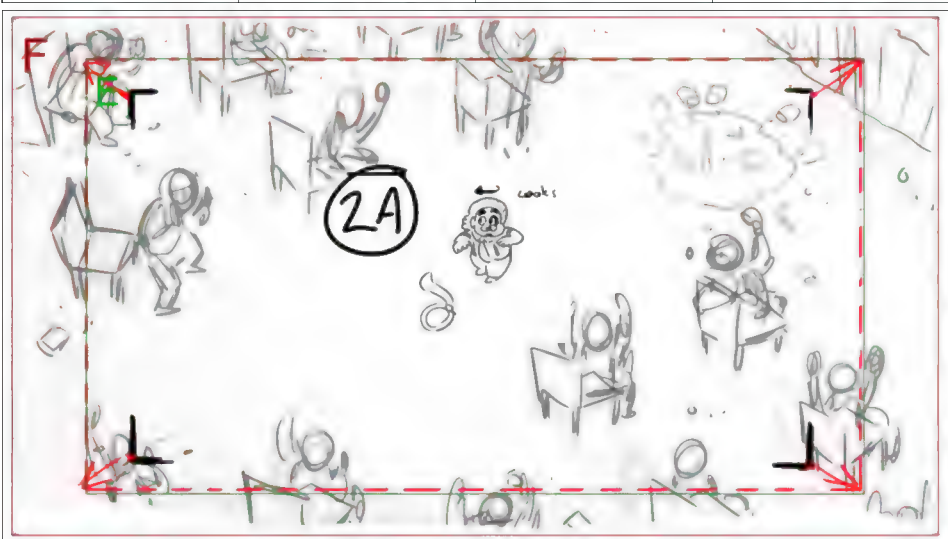
Dialog

CROWD: <ANGRY BOOING>

Action Notes

Slowly push out as Steven looks around.

Scene	Duration	Panel	Duration
156	04:00	3	01:00



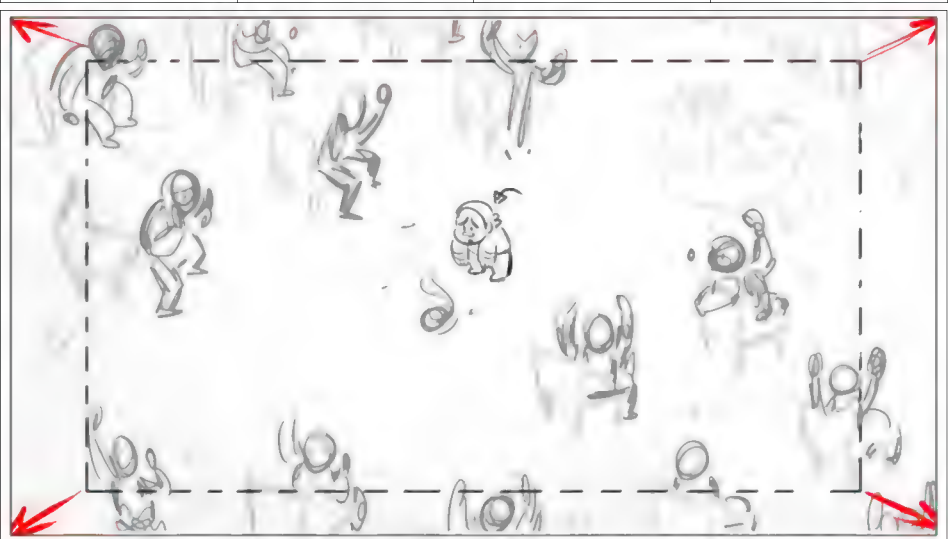
Dialog

CROWD: <ANGRY BOOING>

Action Notes

Steven looks to his right.

Scene	Duration	Panel	Duration
156	04:00	4	01:00



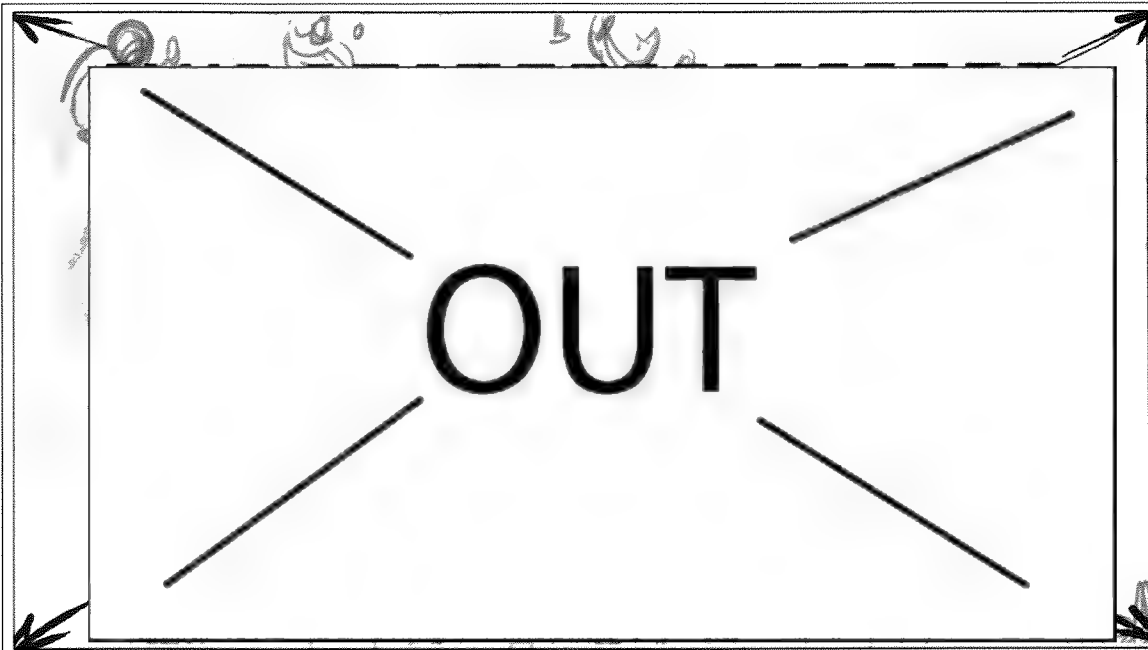
Dialog

CROWD: <ANGRY BOOING>

Action Notes

Steven sinks...
Cross-fade into next scene.

Scene	Panel
156	4



Dialog
CROWD: <ANGRY BOOING>

Action Notes
Steven sinks...
Cross-fade into next scene.

Slugging
2.07

Scene	Panel
157	1



Action Notes
Steven holds mask.

Slugging
1.12

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1020.011



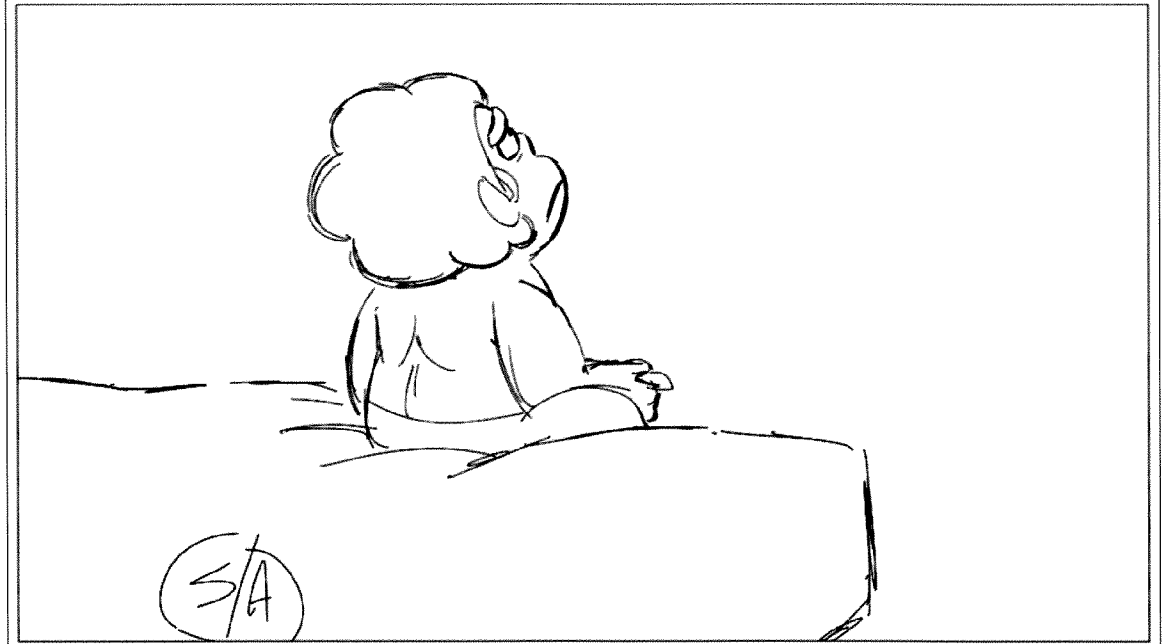
Scene	Panel
158	1



Action Notes
Steven half-dressed sitting on bed.

Slugging
1.03

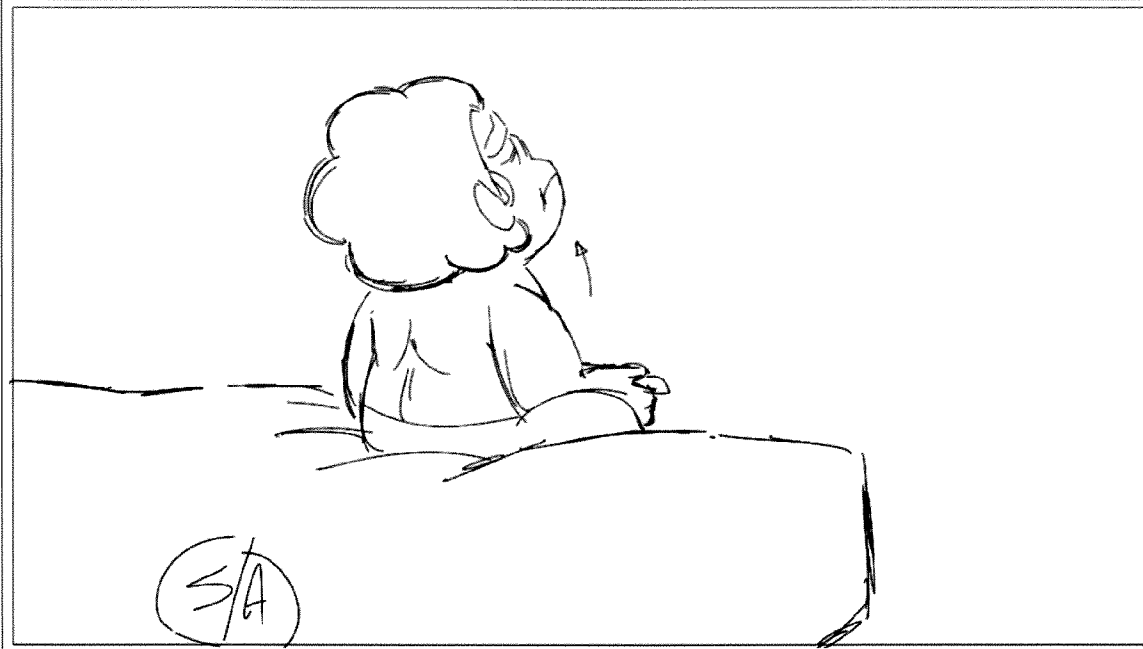
Scene	Panel
158	2



Slugging
0.06

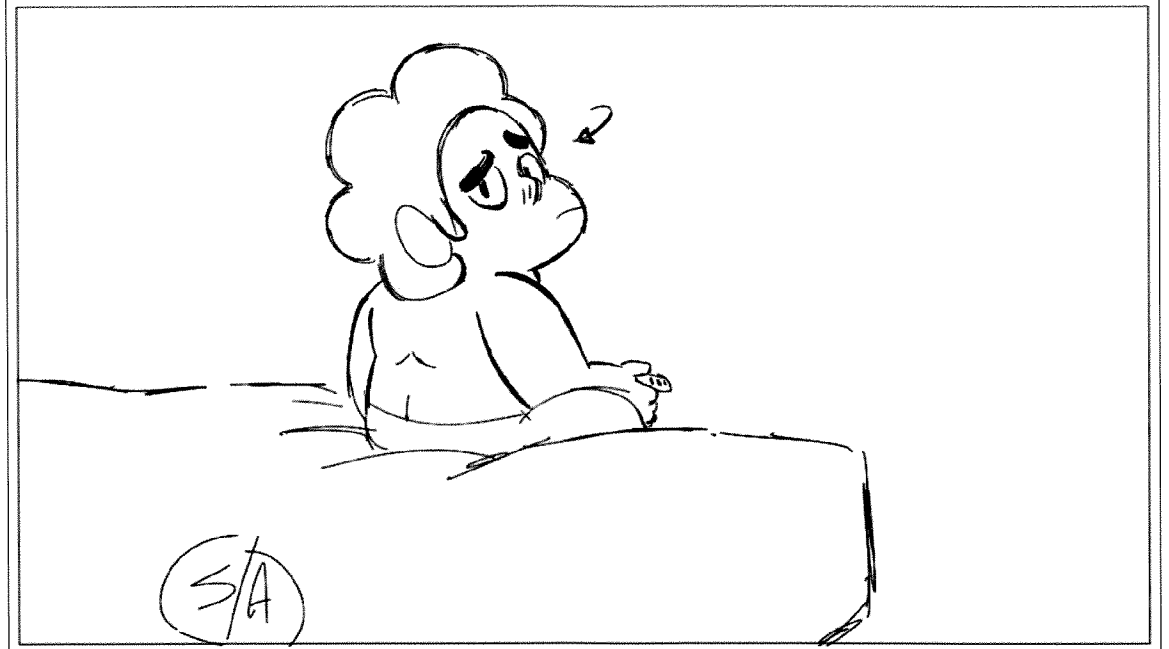
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Scene	Panel
158	<i>cont</i> 3



Slugging
1.15

Scene	Panel
158	<i>cont</i> 4



Dialog
AMETHYST (os): HEY TIGER!

Slugging
1.05

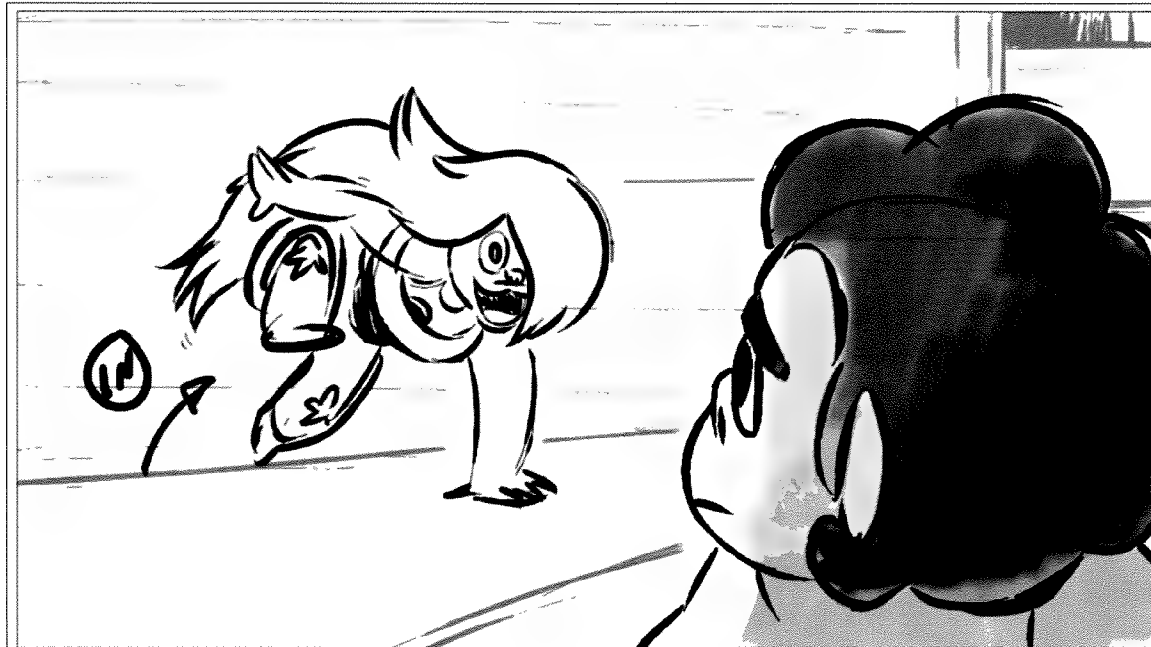
JUL 09 2013

1020.011

1020.011

1020.011

Scene	Panel
159	1



Dialog
AMETHYST: ARE YOU READY...

Action Notes
Amethyst hops up from the stairs.

Slugging
1.03

Scene	Panel
159	2



Dialog
AMETHYST: ...TO WIN OUR ...

Action Notes
Amethyst lands.

Slugging
0.13

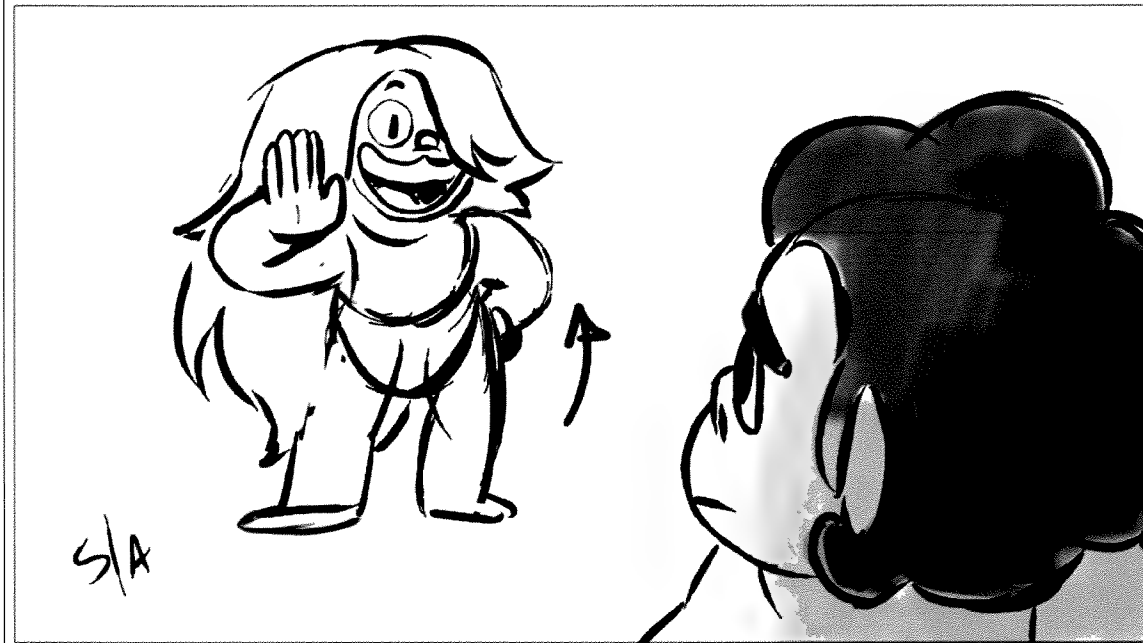
JUL 09 2013

1020.011

1020.011

1020.011

Scene	Panel
159	CONT 3



Dialog
AMETHYST: ...FINAL MATCH?!

Slugging
1.15

Scene	Panel
159	CONT 4



Dialog
STEVEN: AMETHYST....

Slugging
2.08

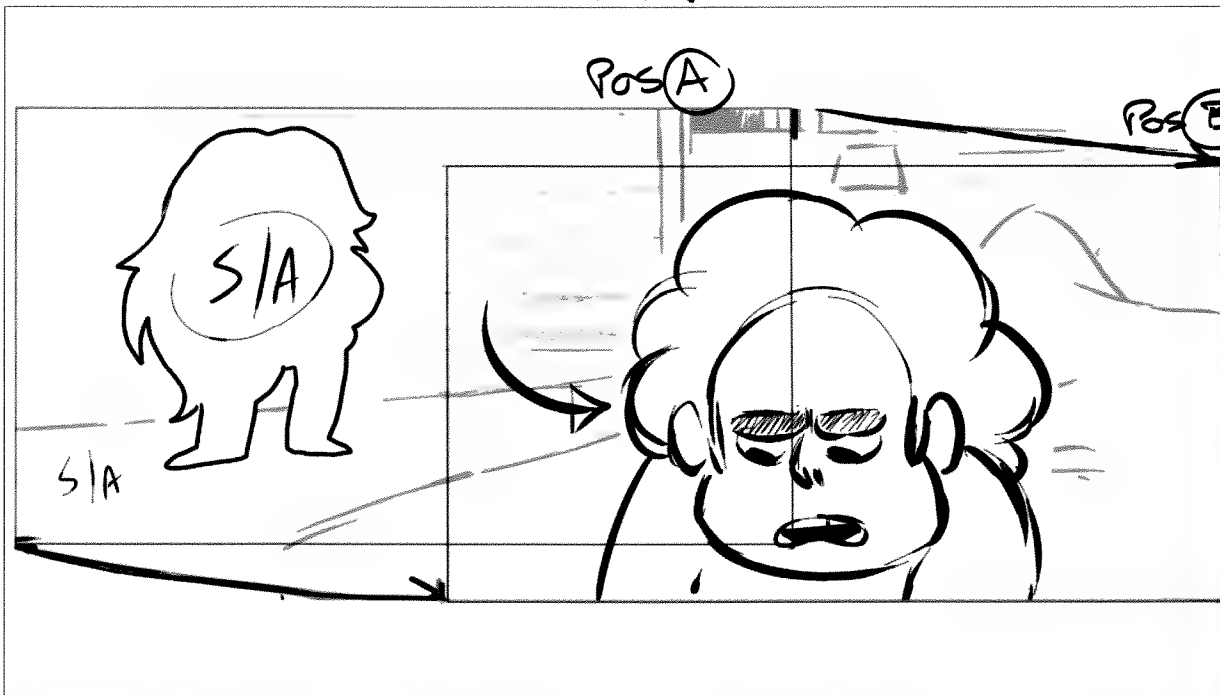
JUL 09 2015

1020.011

1020.011

1020.011

Scene Panel
159 *cont* 5



Dialog
STEVEN: ...AM I....

Slugging
ADJ: 0.10
Then HOLD: 0.14

Scene Panel
159 *cont* 6



Dialog
STEVEN: ...THE CRUELEST CREATURE ON THE PLANET?

Slugging
2.04

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1020.011

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1020.011

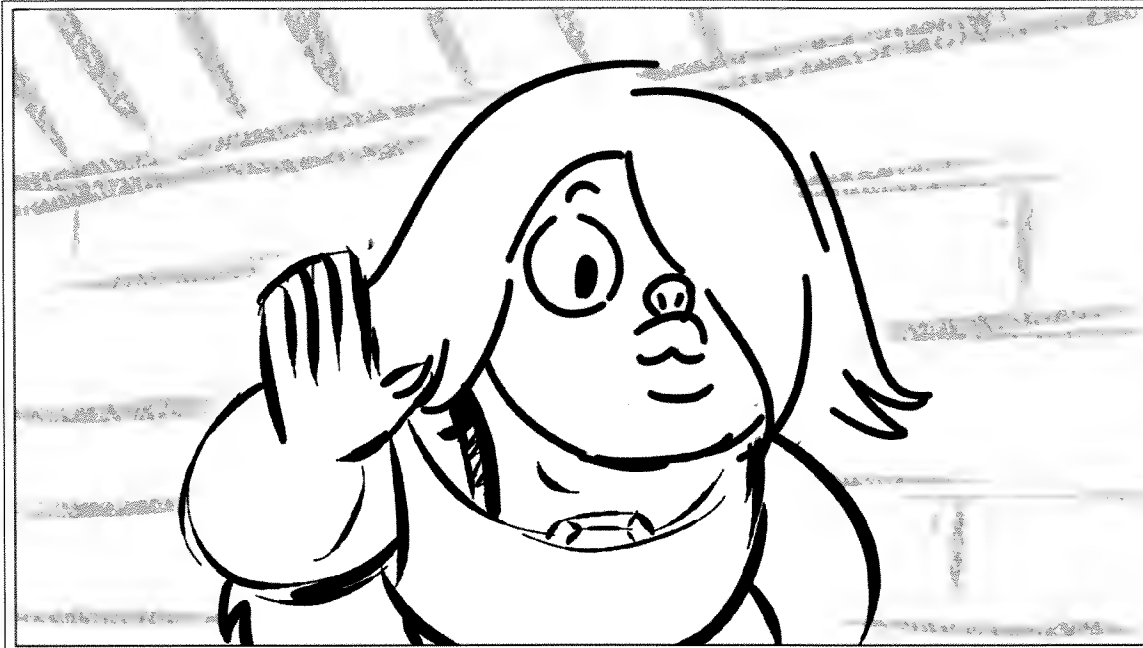
Scene	Panel
159	<i>CONT</i> 7



Action Notes
Steven Pouts

Slugging
1.03

Scene	Panel
160	1



Slugging
0.04

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1020.011



Scene	Panel
160	<i>CONT</i>



Dialog
AMETHYST (*LAUGHING): OH STEVEN!

Slugging
4.02

Scene	Panel
160	<i>CONT</i>



Dialog
AMETHYST: THOSE ARE JUST WORDS PEOPLE USE...

Slugging
2.09

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1020.011

1020.011

Scene	Panel
160	CONT 4



Dialog
AMETHYST: ...TO DESCRIBE HOW THEY FEEL ABOUT YOU!

Slugging
2.13

Scene	Panel
161	1



Slugging
0.05

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Scene	Panel
161	<i>CONT</i> 2



Action Notes
Steven reacts.

Slugging
1.01

Scene	Panel
161	<i>CONT</i> 3



Slugging
1.09

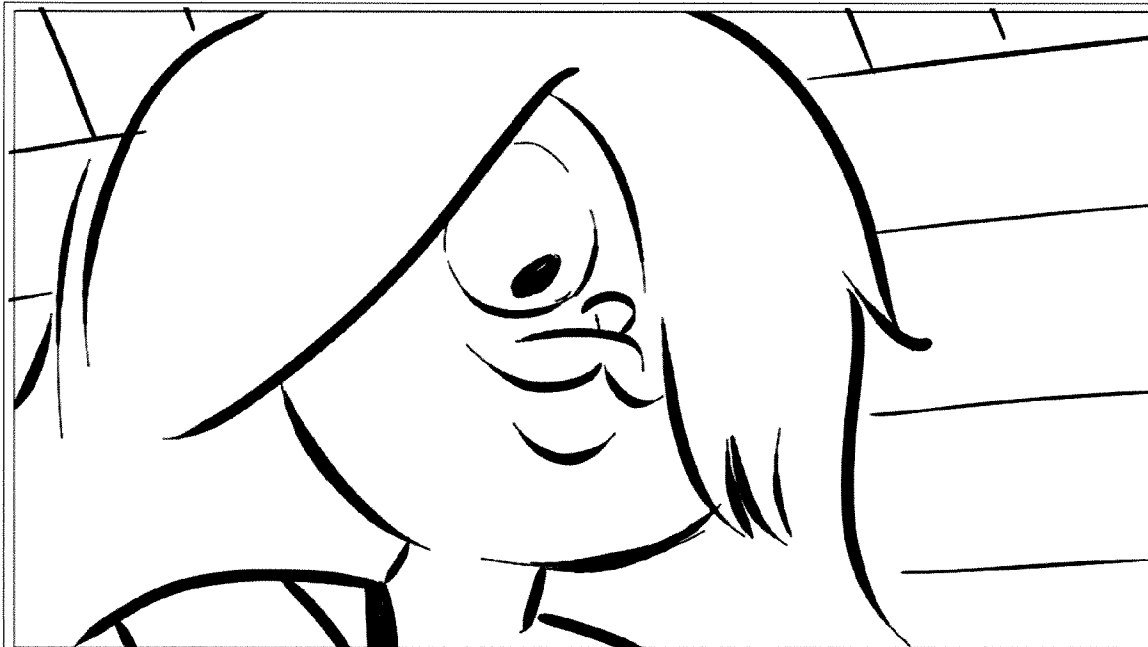
JUL 09 2013

1020.011

1020.011

1020.011

Scene	Panel
162	1



Slugging
0.04

Scene	Panel
162	2



Dialog
AMETHYST: LISTEN STEVEN...

Slugging
2.00

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1020.011

Scene	Panel
163	1



Dialog
AMETHYST: ...MAKE YOU FEEL LIKE GARBAGE...

Action Notes
Amethyst stands up straight.

Slugging
Panels 1 + 2 = 2.09

Scene	Panel
163	2



Dialog
AMETHYST: ...YOU CAN'T LET ANYONE ...

Action Notes
Amethyst bends forward.

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1020-011



Scene	Panel
163	3

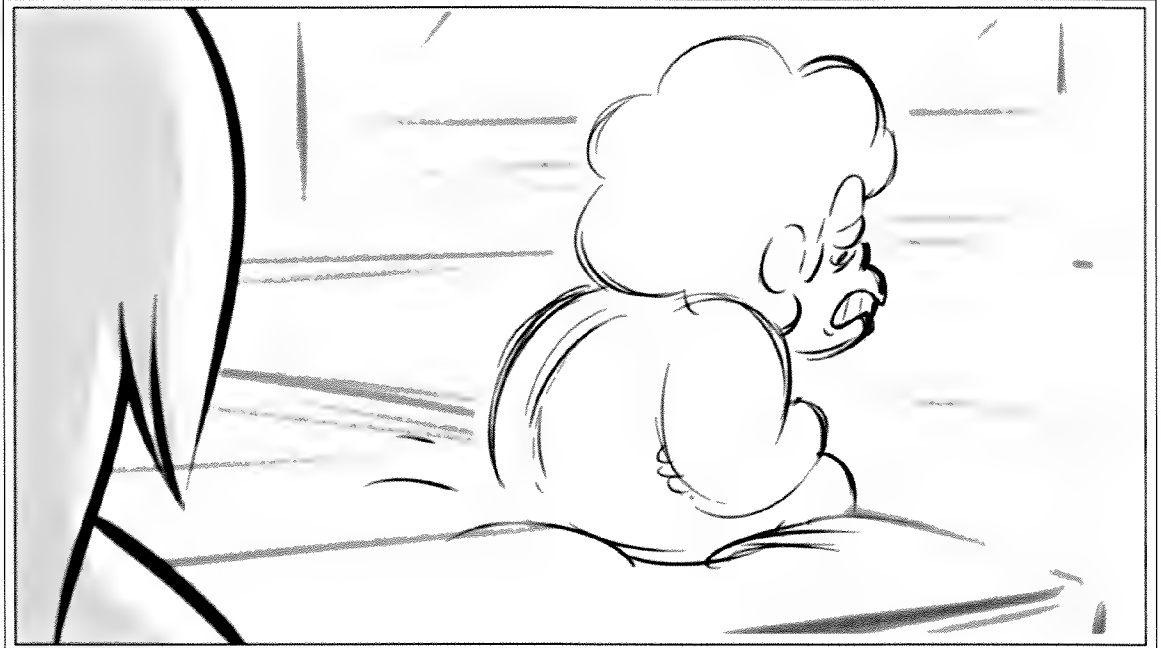


Dialog
AMETHYST: ...MAKE YOU FEEL LIKE GARBAGE...

Action Notes
Amethyst stands up straight.

Slugging
2.07

Scene	Panel
164	1



Action Notes
-SP-

Slugging
0.04

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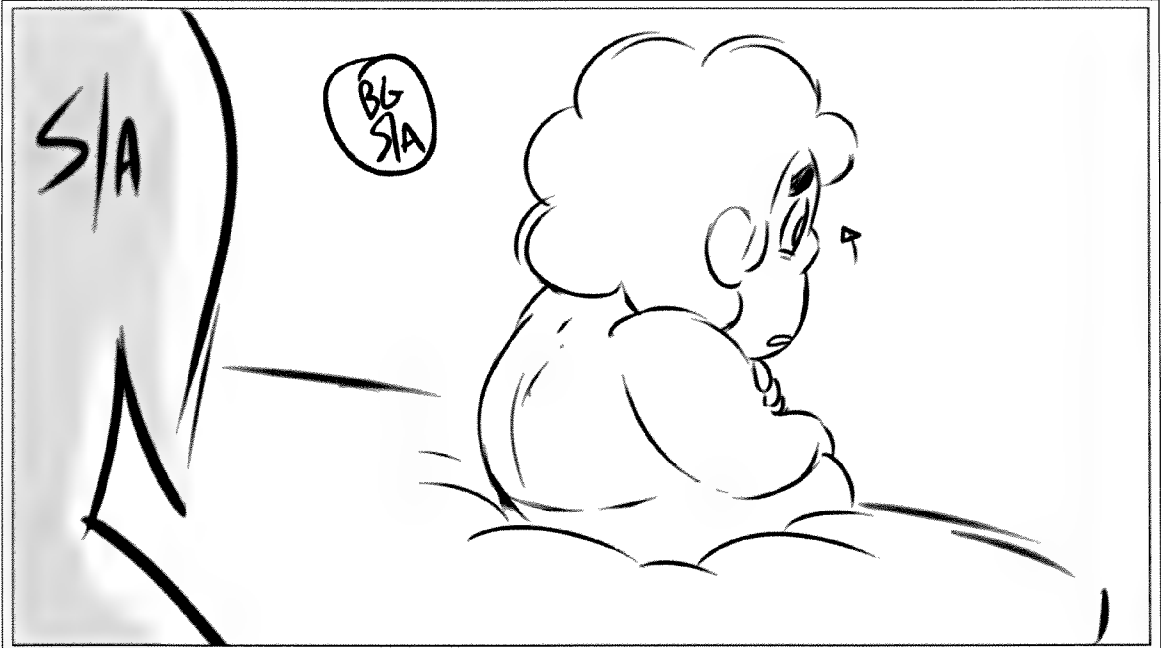
1020.011

1020.011

1020.011

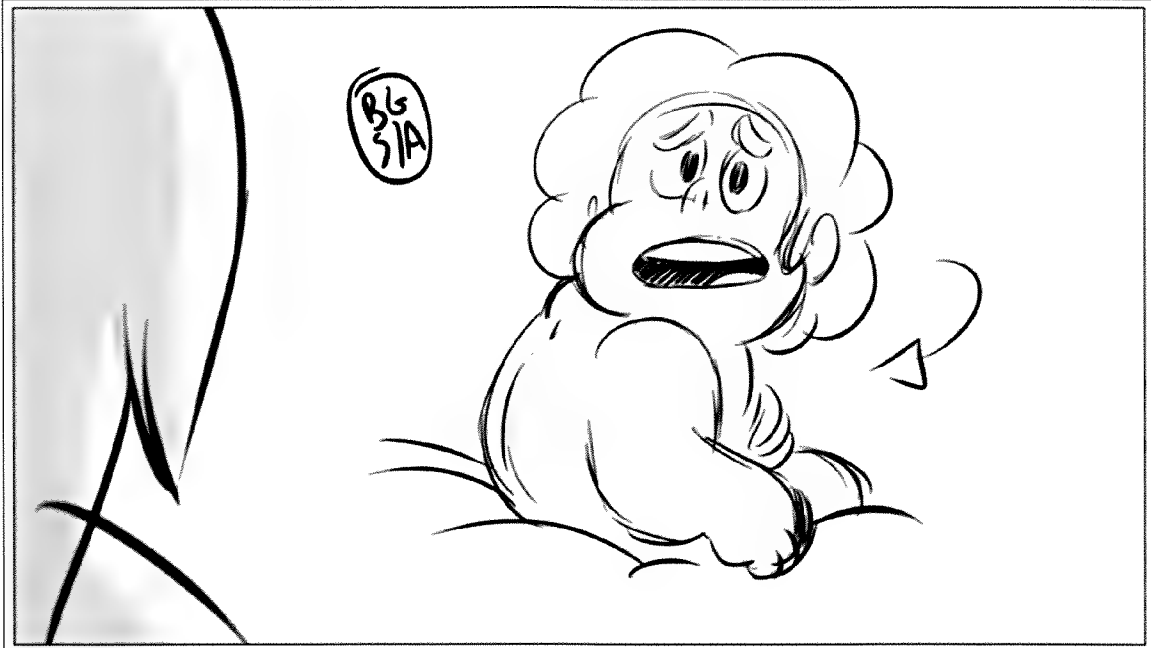


Scene	Panel
164	<i>CONT</i> 2



Slugging
1.00

Scene	Panel
164	<i>CONT</i> 3



Dialog
STEVEN: IS THAT HOW...

Slugging
1.03

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1020.011

1020.011

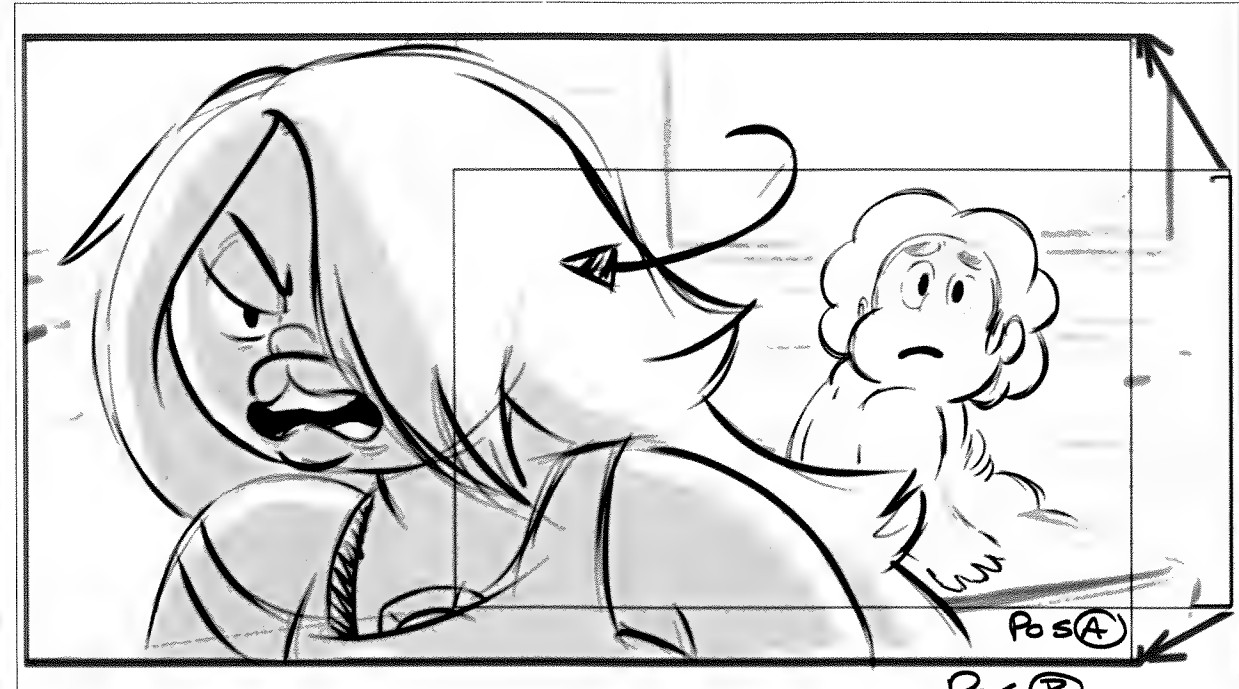
Scene 164 Panel 4
CONT



Dialog
STEVEN: ... YOU FEEL?

Slugging
1.06

Scene 164 Panel 5
CONT



Dialog
AMETHYST: I ONLY FEEL HOW I WANNA FEEL.

Action Notes
Truck out with Amethyst as she turns to leave the shot.

Slugging
HOLD: 0.03
Then ADJ: 1.02
Then HOLD: 2.09

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1020.011

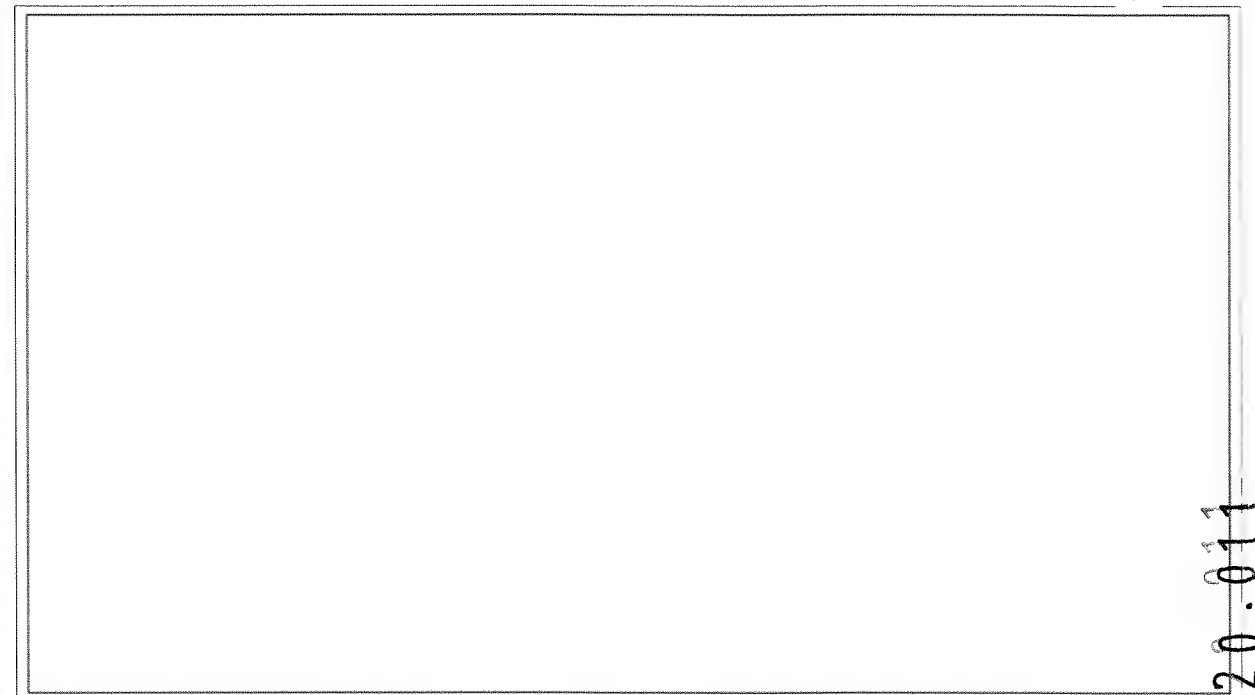
Scene 164 Panel 6
cont



Action Notes
AMETHYST out

Slugging
1.05

Scene 165 Panel 1



Slugging
0.13

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1020.011

Scene 165 Panel 2
CONT



Dialog
MR. SMILEY: LADIES AND GENTLEMEN...

Slugging
1.14

Scene 165 Panel 3
CONT



Dialog
MR. SMILEY: FANS OF WRESTLING.

Slugging
1.15

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1020-011

1020-011

Scene

Panel

165 *CONT*

4



Dialog

MR. SMILEY: WELCOME...

Slugging

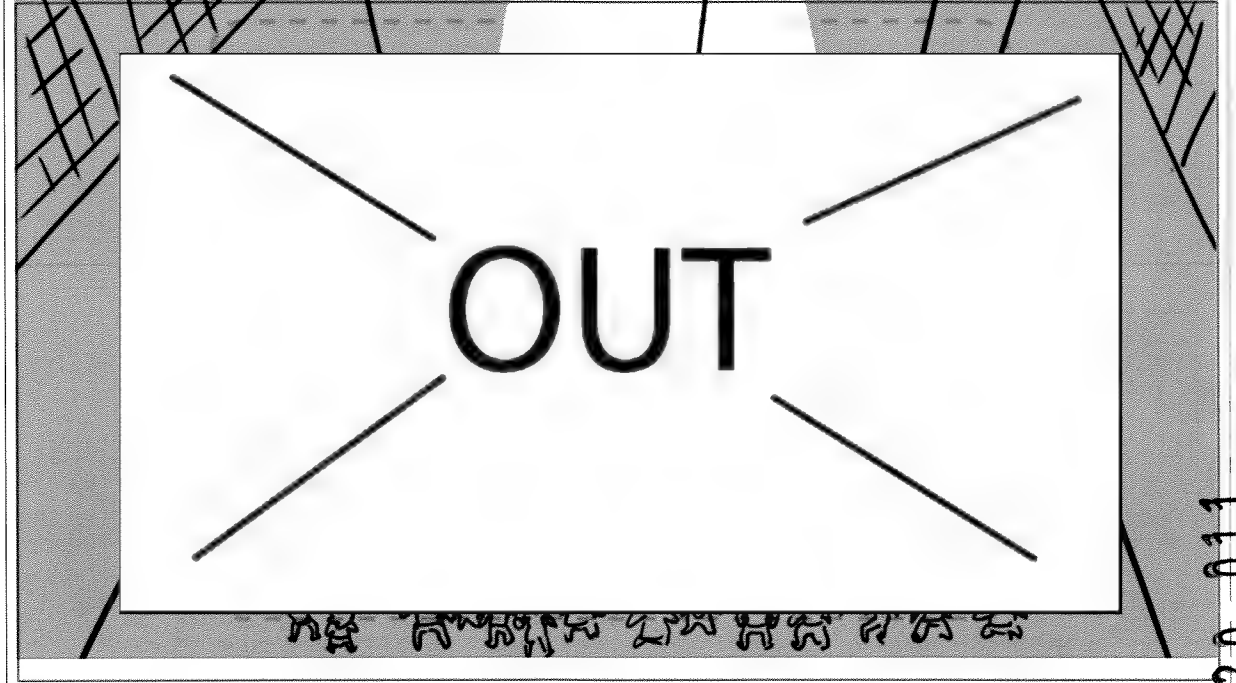
1.04

Scene

Panel

166

1



Dialog

MR. SMILEY: TO THE TAG TEAM CHAMPIONSHIP!!

CROWD: <CHEERS>

Action Notes

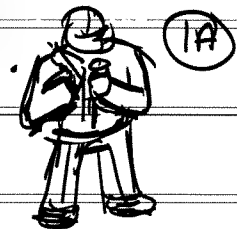
Spot lights loudly switch on, crowd cheers.

Slugging

5.09

Notes

H.U. Mr Smiley hand pose to previous scene.



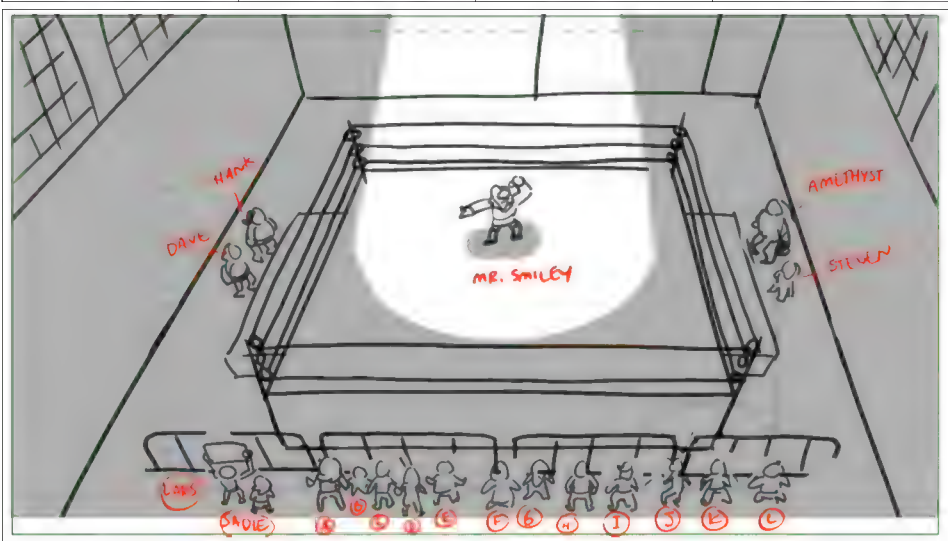
JUL 09 2013

1020.011

1020.011

1020.011

Scene	Duration	Panel	Duration
166	01:00	1	01:00



Dialog

MR. SMILEY: TO THE TAG TEAM CHAMPIONSHIP!!

CROWD: <CHEERS>

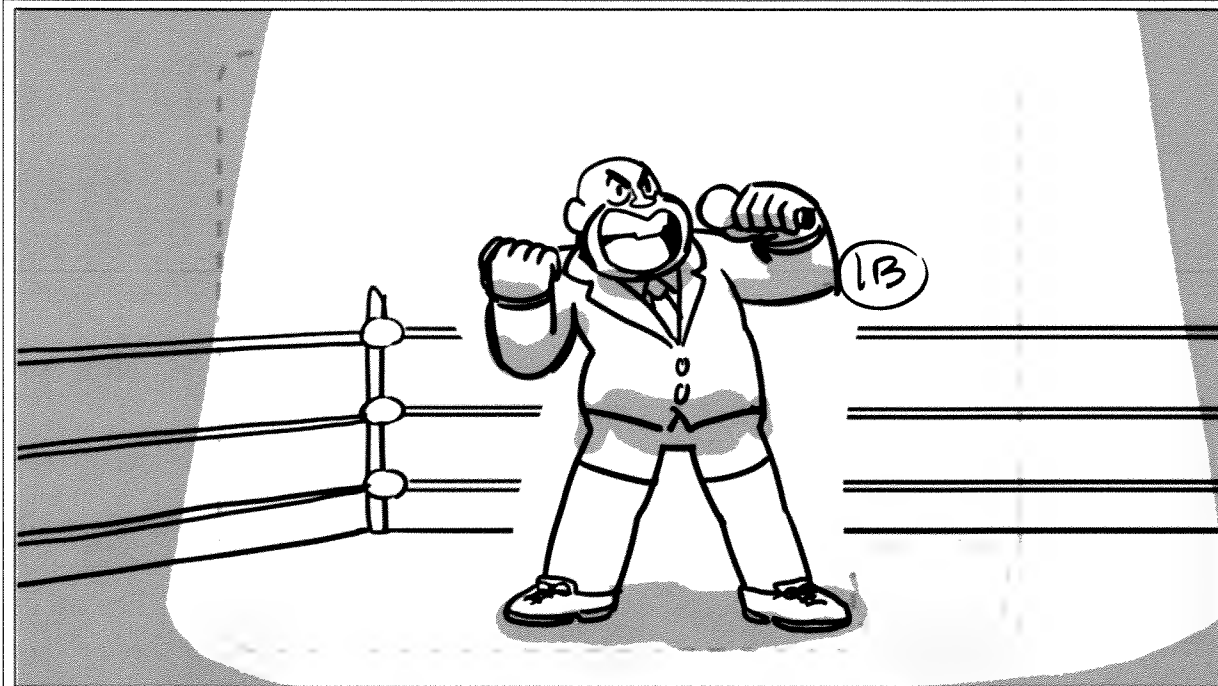
Action Notes

Spot lights loudly switch on, crowd cheers.

Notes

H.U. Mr Smiley hand pose to previous scene.

Scene	Panel
167	1



Dialog
MR. SMILEY: IN THE RING...

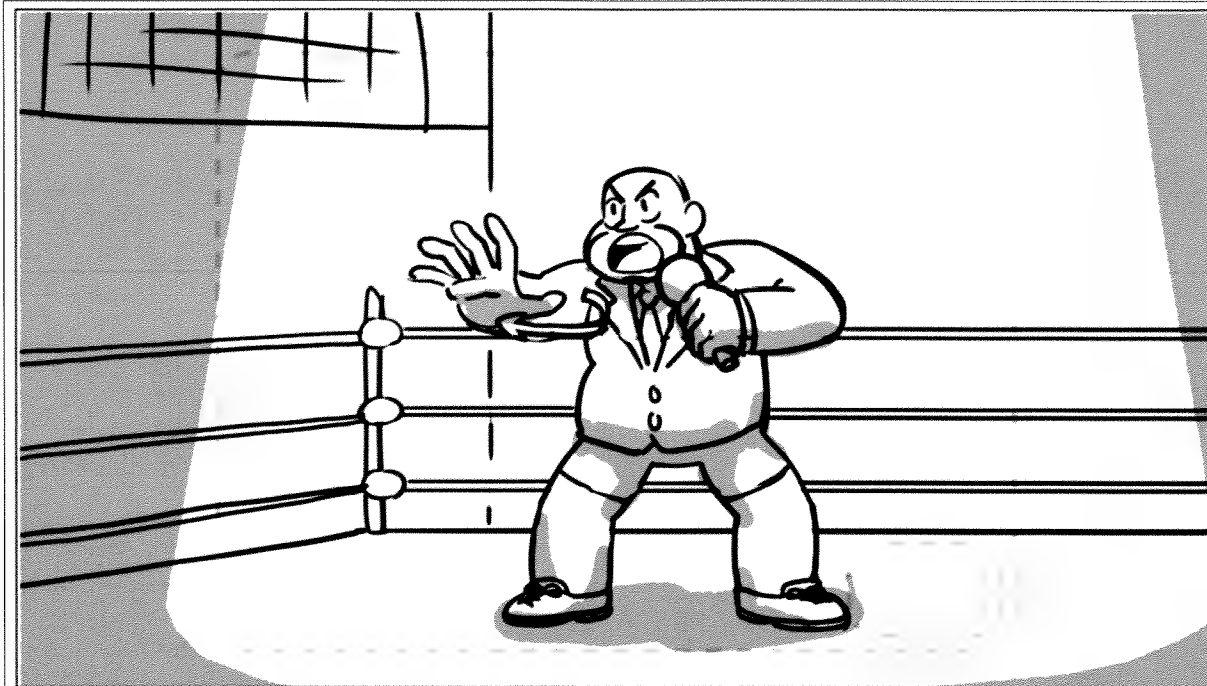
Slugging
1.07

Notes
H.U. Mr Smiley to previous scene, arm out.



Scene	Panel
167	2

167 *cont*



Dialog
MR. SMILEY: ...TONIGHT!

Slugging
0.15

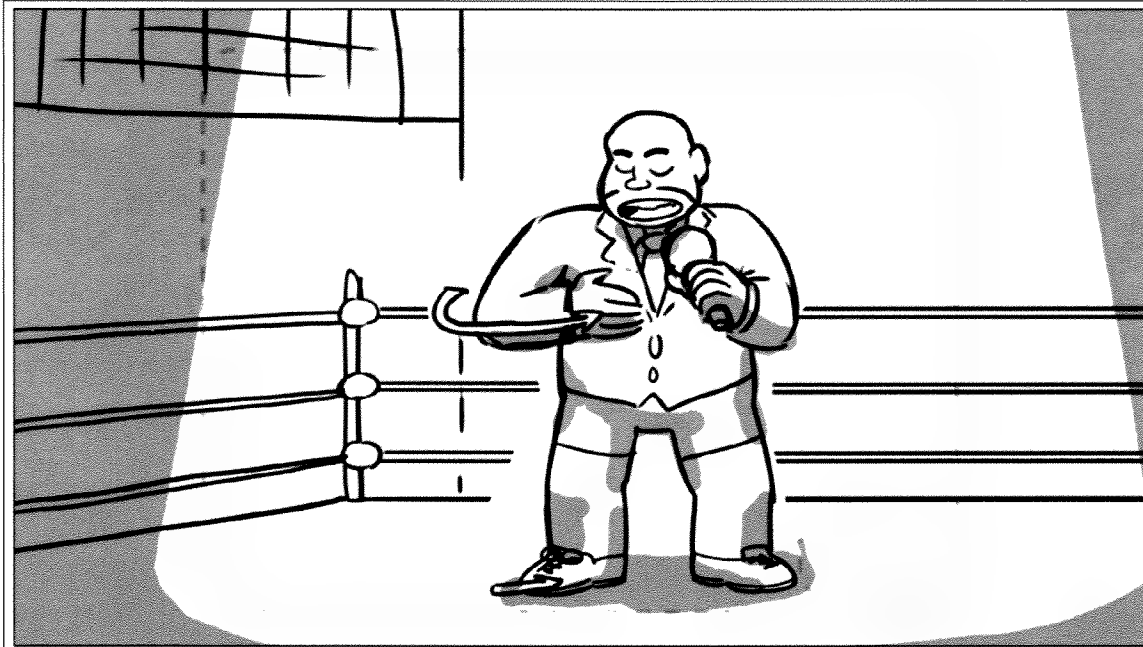
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1020.011

1020.011

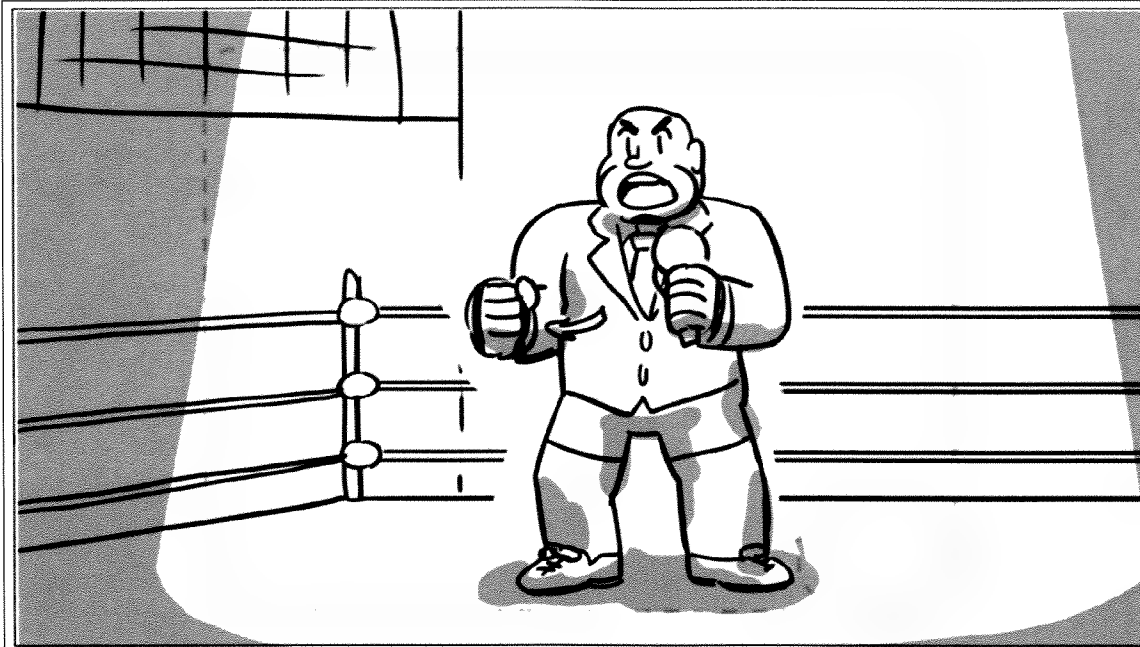
Scene 167 Panel 3
CONT



Dialog
MR. SMILEY: THEY'VE STOMPED THEIR WAY THROUGH THE TOURNAMENT...

Slugging
2.15

Scene 167 Panel 4
CONT



Dialog
MR. SMILEY: ...AND INTO OUR HEARTS.

Slugging
1.14

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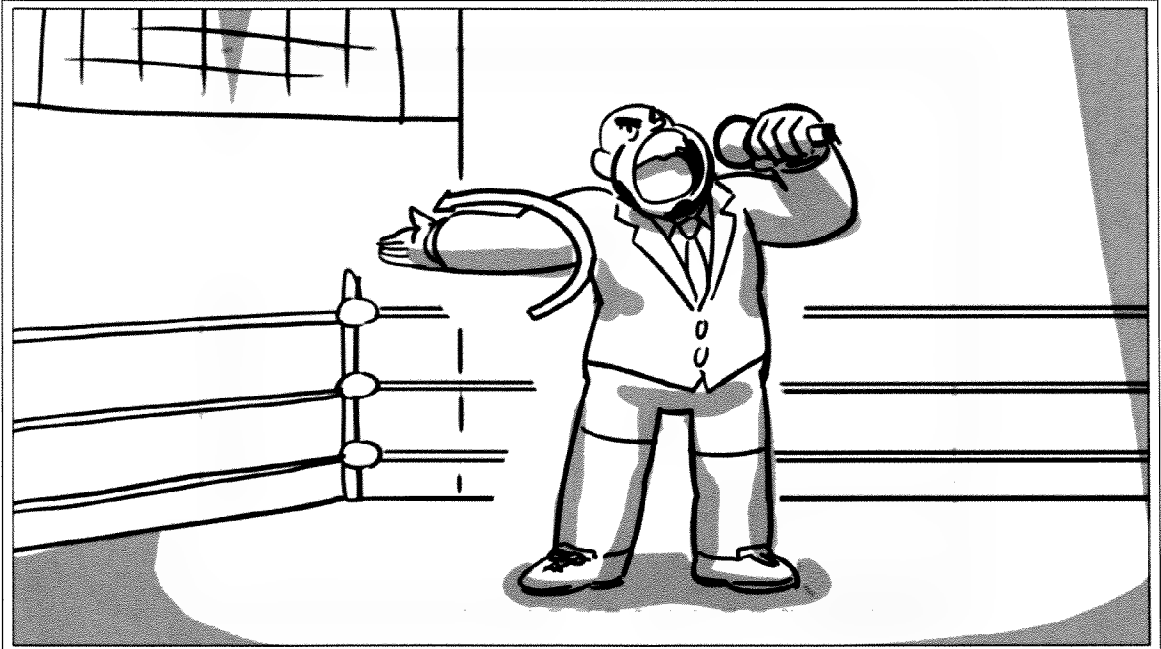
1020.011

1020.011

1020.011



Scene	Panel
167	CONT 5



Dialog

MR. SMILEY: GIVE IT UP YA'LL!! GIVE IT UP!!

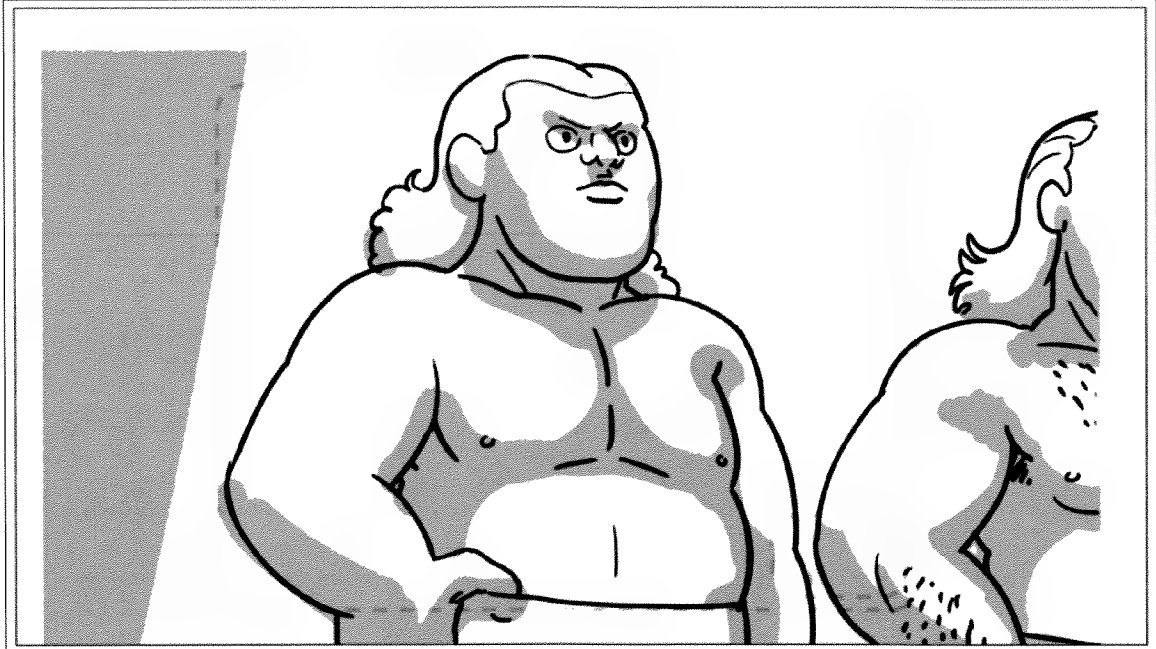
Action Notes

Another light comes on.

Slugging

2.12

Scene	Panel
168	1



Dialog

MR. SMILEY (os): DASHING! DAVE DOOBER!

Slugging

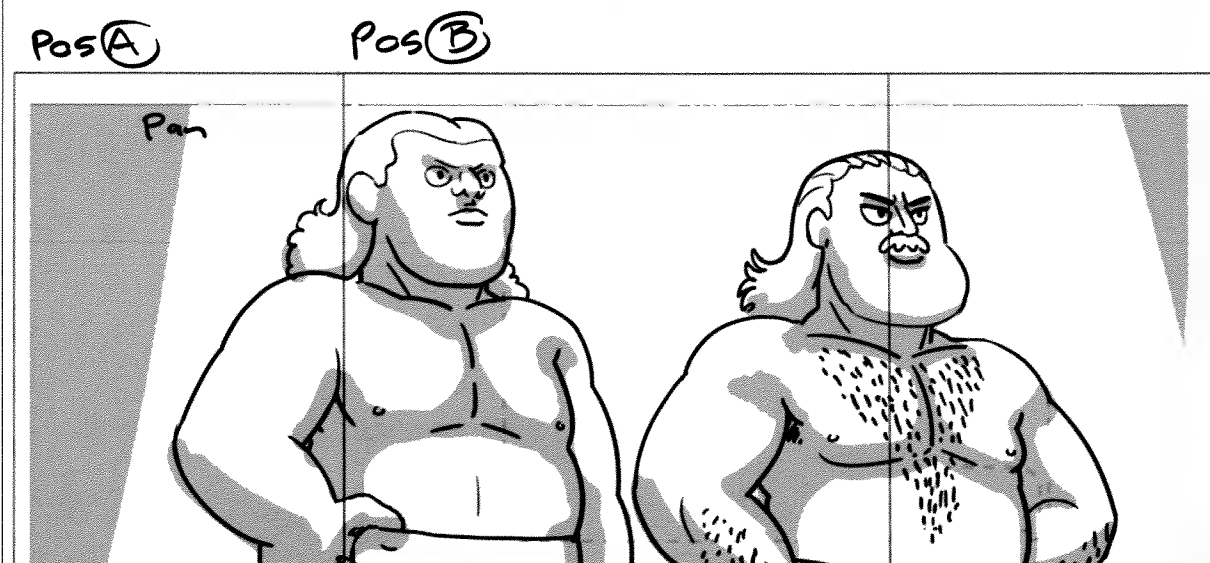
3.02

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1020.011

1020.011

Scene	Panel
168	<i>cont</i> 2

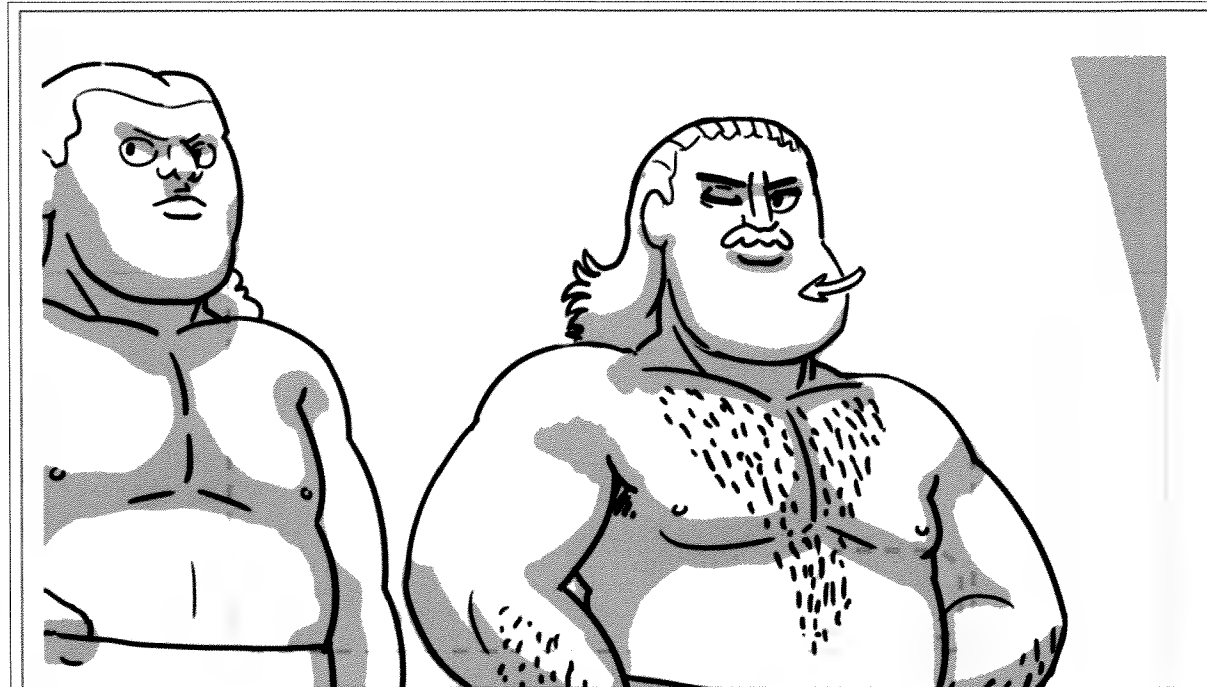


Dialog
MR. SMILEY (os): AND HANDSOME! HANK HAAAAACKLESCHMIIIIIDT!

Action Notes
Camera pans right to hank

Slugging
ADJ: 1.02
Then HOLD: 3.08

Scene	Panel
168	<i>cont</i> 3



Dialog
CROWD: <LOUD CHEERING>

Action Notes
Hank winks, crowd cheers.

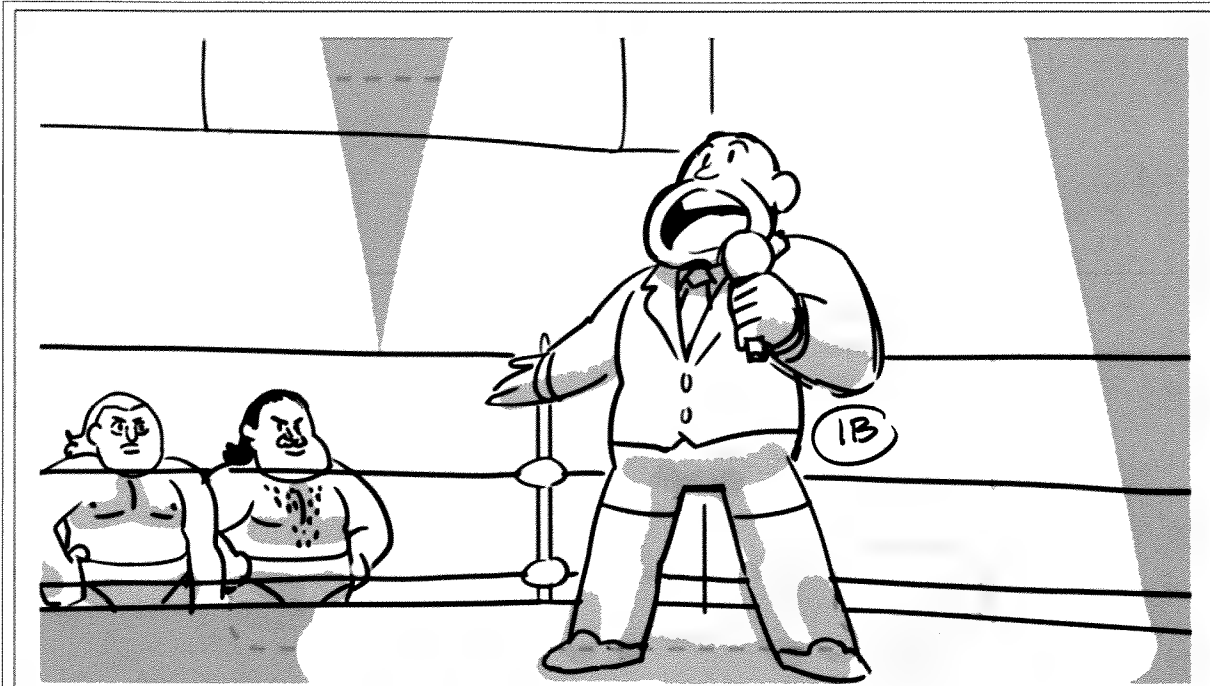
Slugging
1.06

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1020.011

1020.011

Scene 169 Panel 1



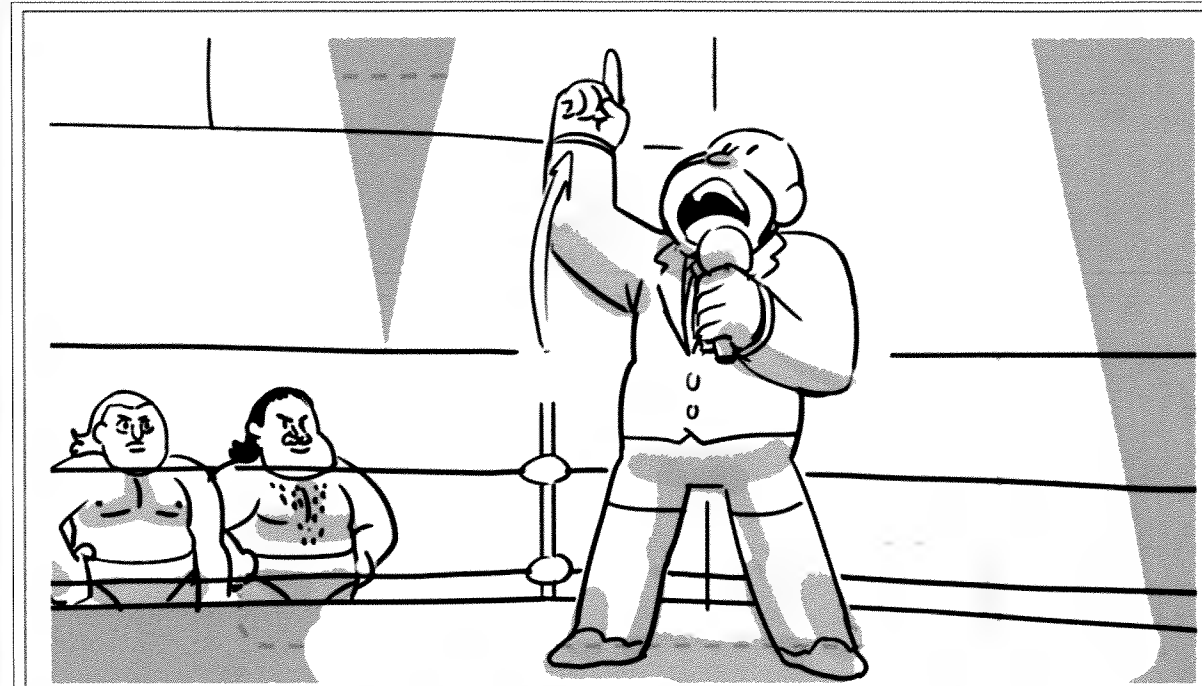
Dialog
MR. SMILEY: ONLY ONE THING WOULD MAKE THESE MEN LOOK BETTER, FOLKS,

Slugging
4.05

Notes
H.U. Hank's wink.



Scene 169 Panel 2



Slugging
0.04

JUL 09 L

1020.011

1020.011

1020.011

Scene 169 CONT Panel 3



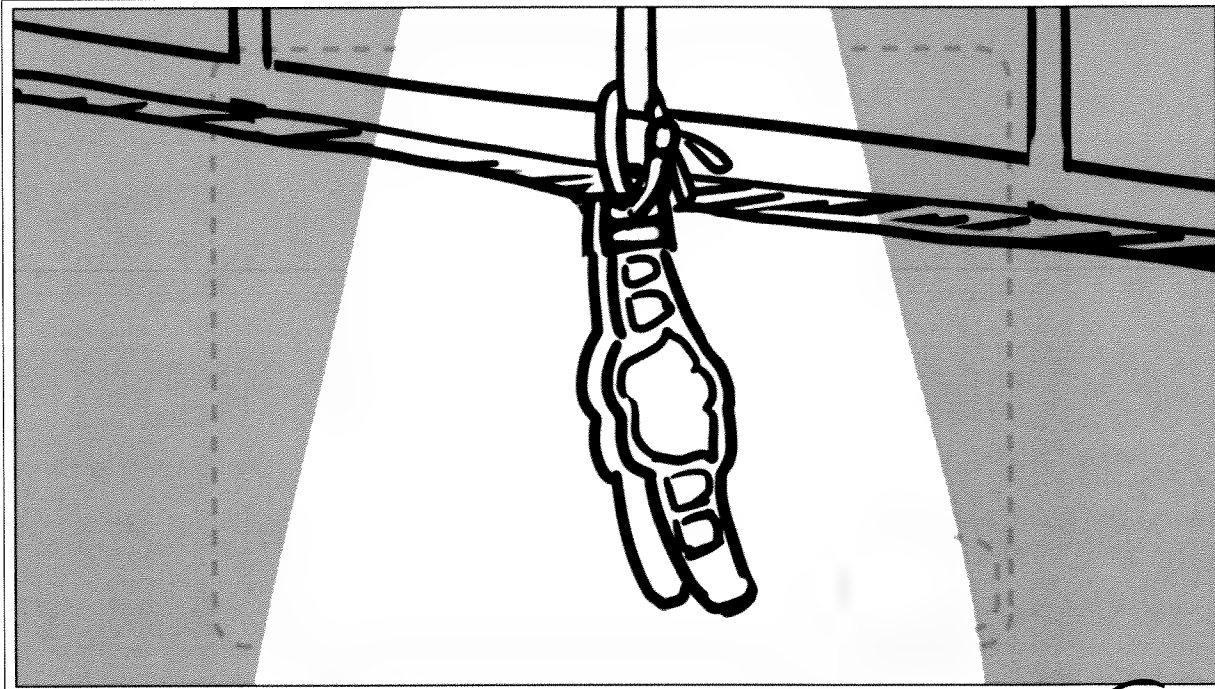
Action Notes

Whip pan

Slugging

0.07

Scene 169 CONT Panel 4



Dialog

MR. SMILEY (os): IT'S THE TAG TEAM...

Slugging

2.06

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1020.011

1020.011

1020.011

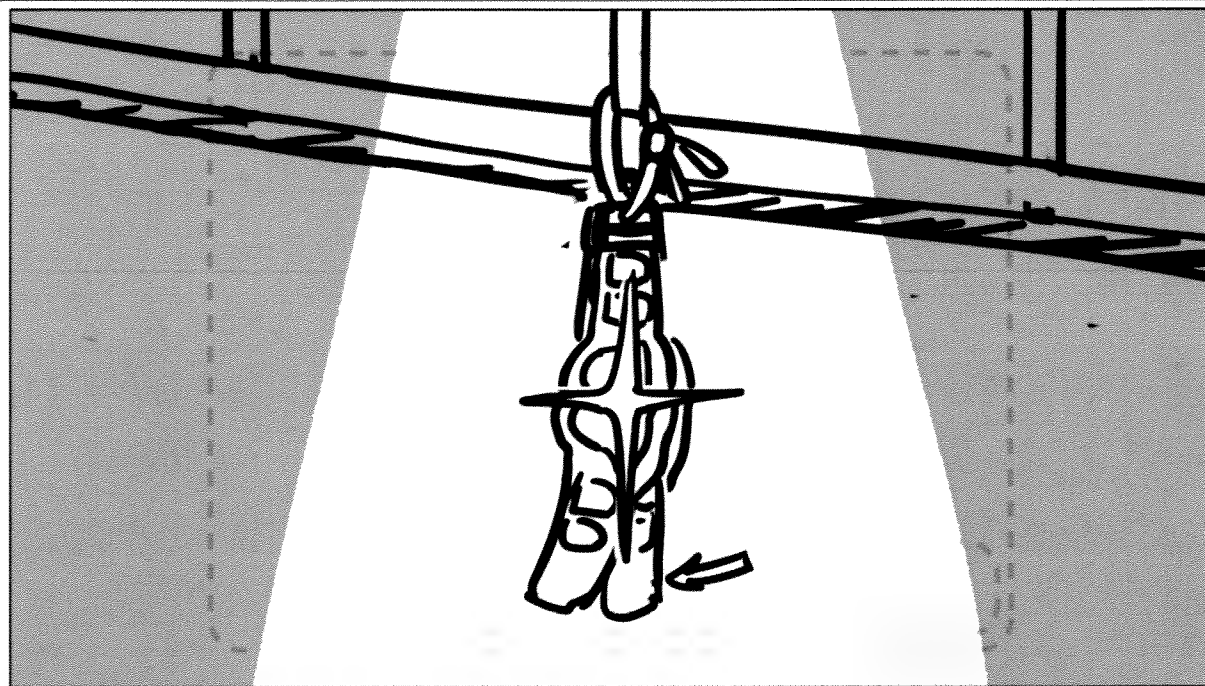
NO SC'S
170-171

Scene

169 CONT

Panel

5



Dialog

MR. SMILEY (os): ...BELTS!

Action Notes

Belts sway, catching the light.

Slugging

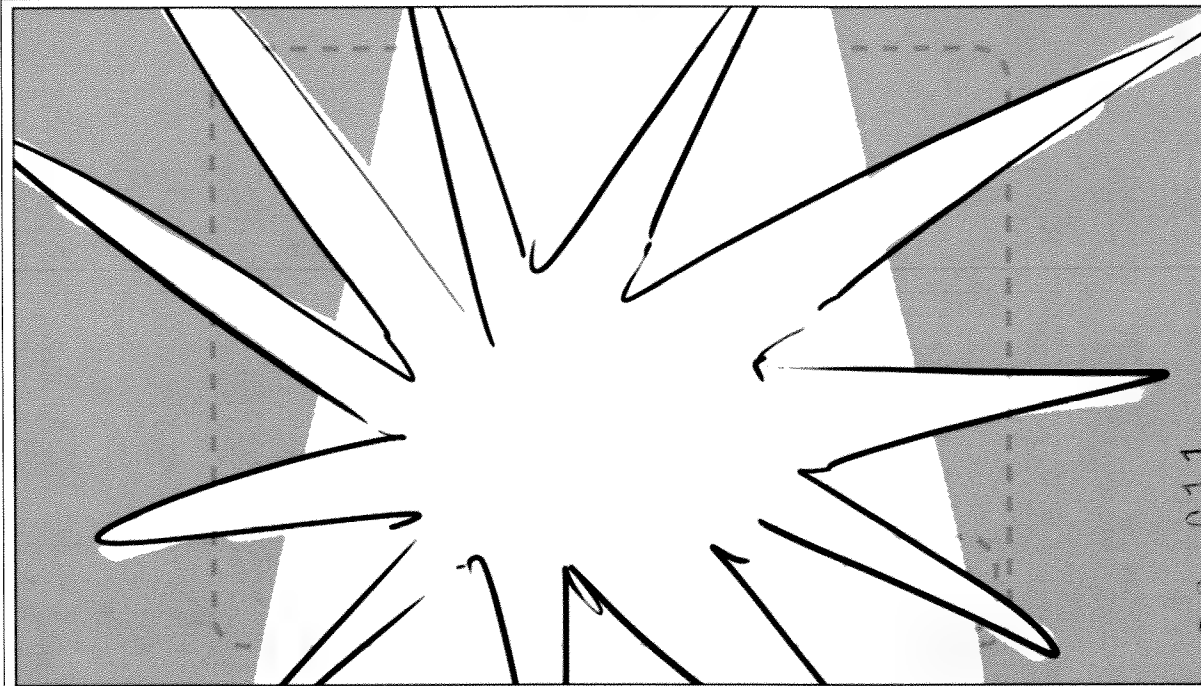
0.14

Scene

169 CONT

Panel

6



Dialog

MR. SMILEY (os): BUT!

Action Notes

Reflected light whites out the screen.

Slugging

0.09

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1020.011

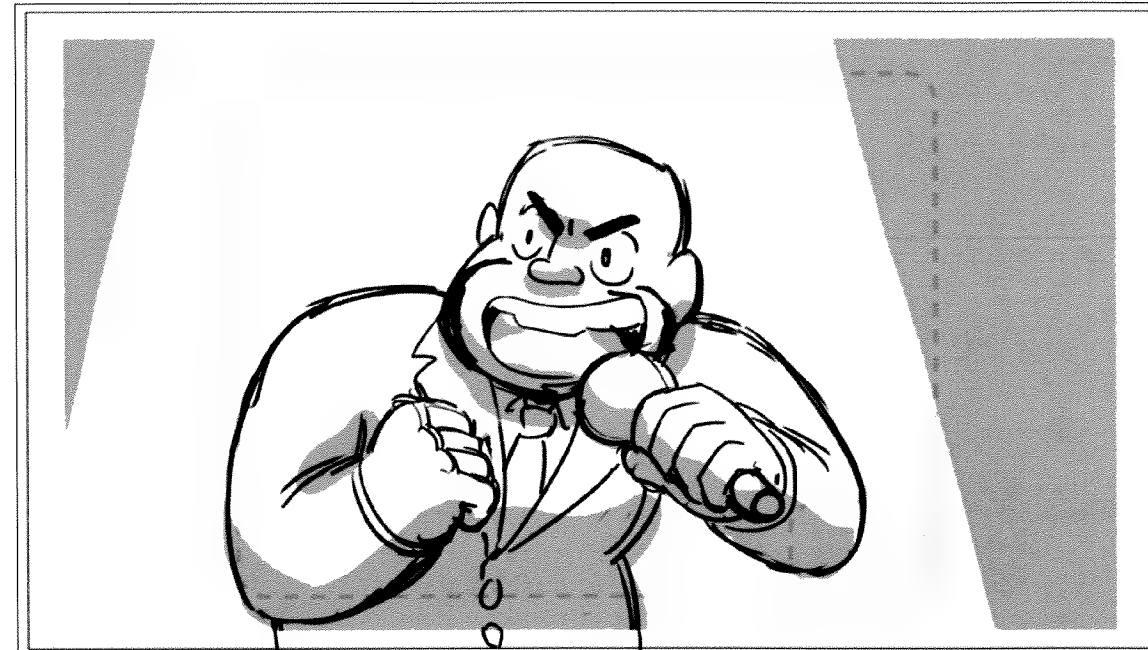
Scene	Panel
172	1



Dialog
MR. SMILEY: STANDING IN THEIR WAY...

Slugging
2.04

Scene	Panel
172	2 <i>CONT</i>



Dialog
MR. SMILEY: THE RUTHLESS KINGS ...

Slugging
1.13

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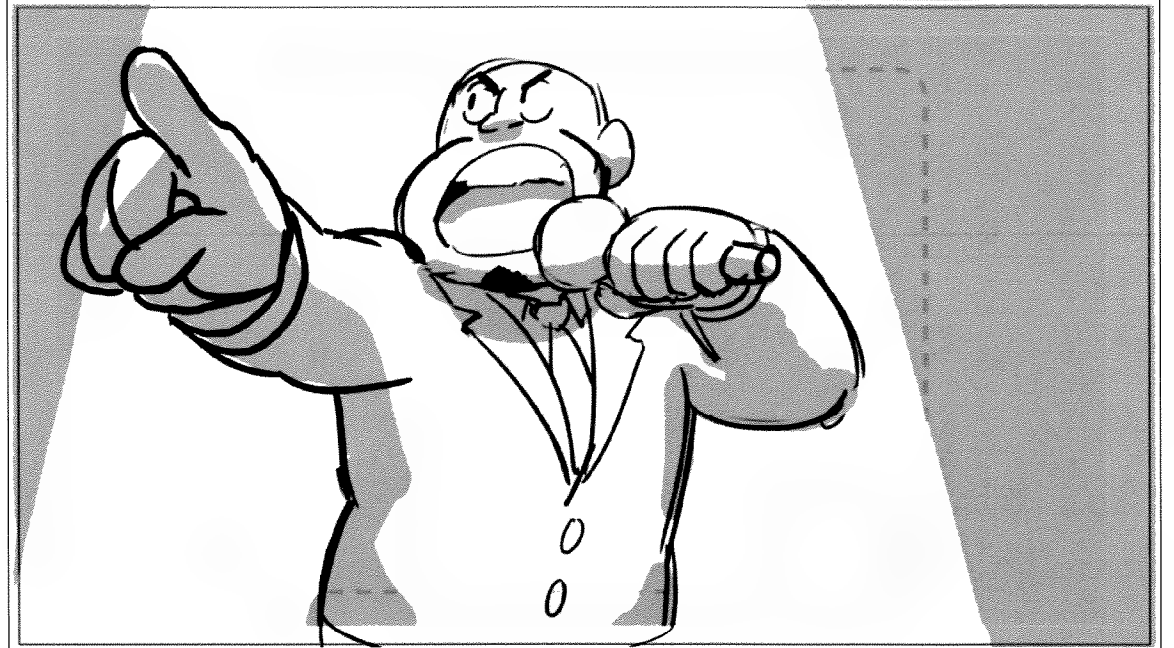
Scene	Panel
172	CONT 3



Dialog
MR. SMILEY: ...OF THE JUNGLE

Slugging
1.10

Scene	Panel
172	CONT 4



Dialog
MR. SMILEY: THEY'LL EAT YOUR KIDS

Slugging
Panels 4 to 6 = 5.13

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1020.011

1020.011

1020.011

Scene	Panel
172	<i>CONT</i>

5



Dialog

MR. SMILEY: FIRE YOUR PARENTS!

Scene	Panel
172	<i>CONT</i>

6



Dialog

MR. SMILEY: OOOH!

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1020.011

1020.011

1020.011

Scene	Panel
172	<i>CONT</i> 7



Dialog

MR. SMILEY: YES, IT COULD ONLY BE...

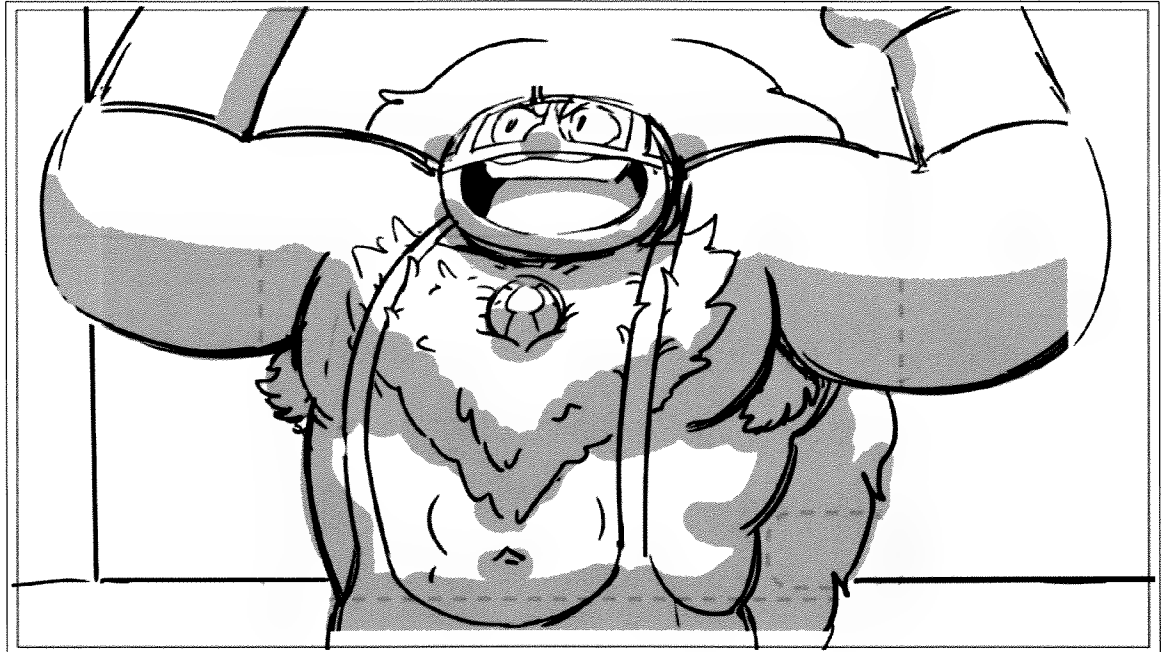
Action Notes

Another spotlight switches on.

Slugging

2.13

Scene	Panel
173	1



Dialog

MR. SMILEY (os): THE PURPLE

CROWD: <BOOING>

Slugging

1.10

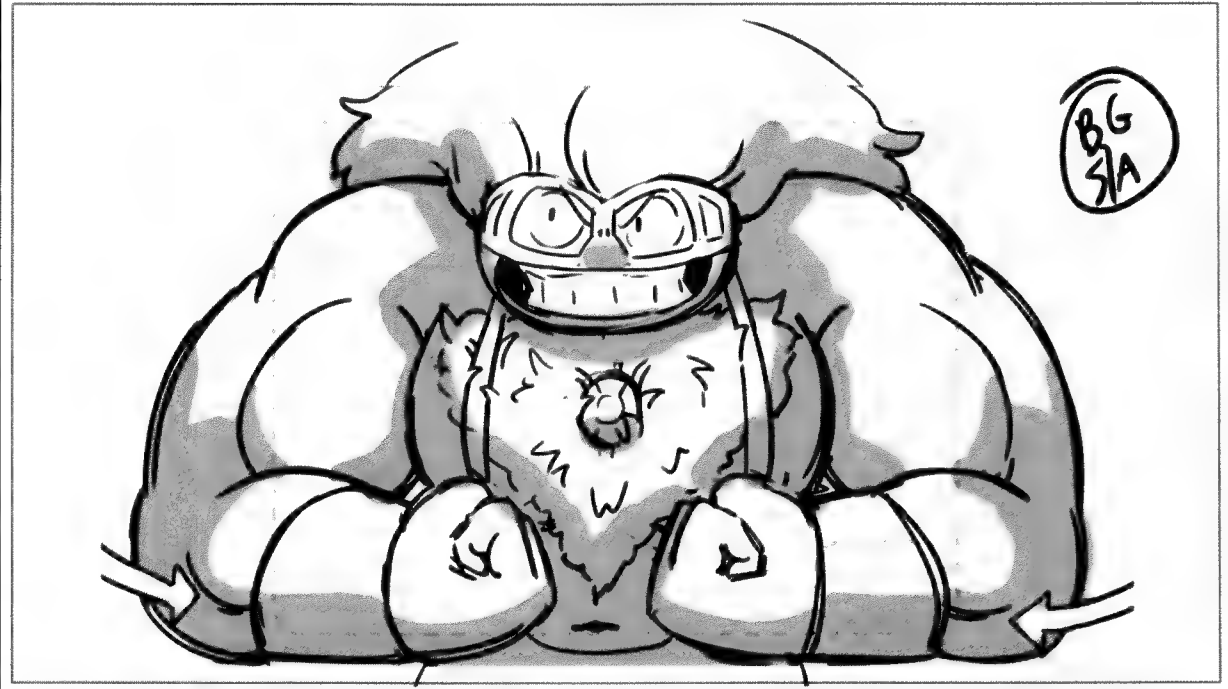
JUL 09 2013

1020.011

1020.011

1020.011

Scene	Panel
173	CONT 2



Dialog

MR. SMILEY (os): PUMA...

CROWD: <BOOING>

Action Notes

The crowd boos and Amethyst soaks up the attention, biceps bulge.

Slugging

1.03

Scene	Panel
173	CONT 3



Dialog

MR. SMILEY (os): AND TIGGGGERRRR MILLIONAIRRRREEEEE!!!

Action Notes

Camera pans right to steven

Slugging

ADJ: 1.02

Then HOLD: 4.01

JUL 09 2015

Scene	Duration	Panel	Duration
174	01:00	1	01:00



Dialog

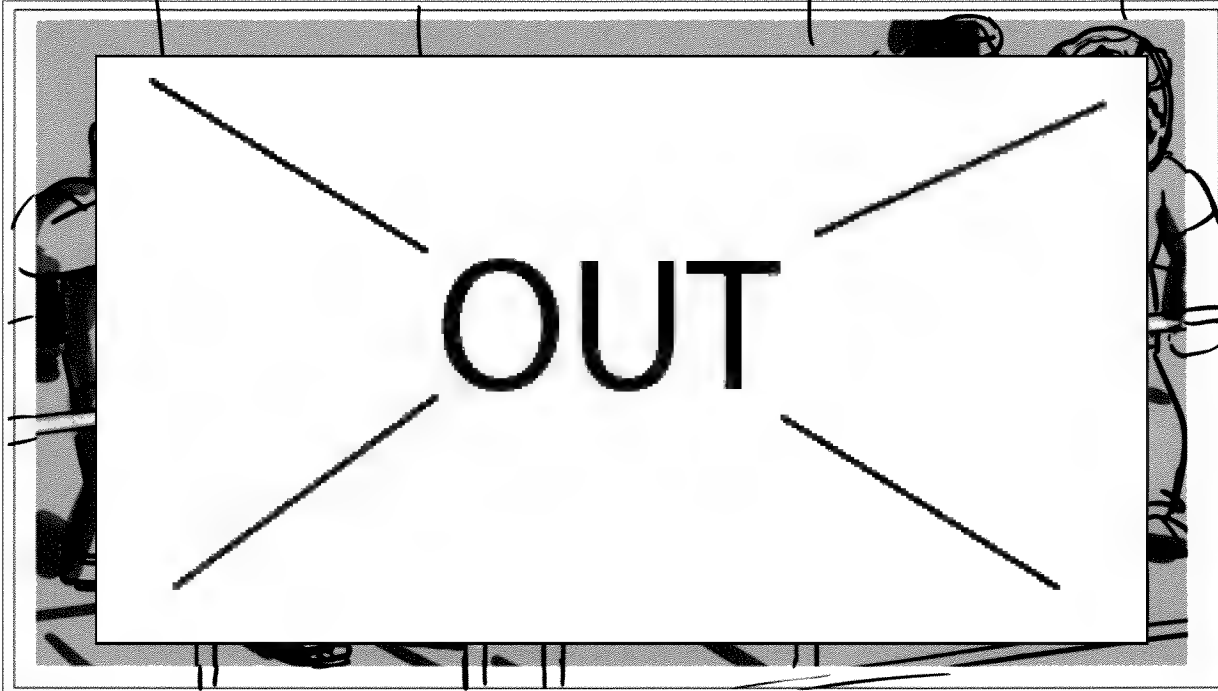
MR. SMILEY (os) :

...AIIIIIRRE!!

OLD FARMER: DON?T YOU DARE
HURT THOSE MEN, YOU MONSTERS!

CROWD: <BOOING>

Scene ① ② 174 Panel ③ ④ 1



Dialog

MR. SMILEY (os): ...AIIIIIRRE!!

OLD FARMER: DON'T YOU DARE HURT THOSE MEN, YOU MONSTERS!

CROWD: <BOOING>

Slugging

4.09

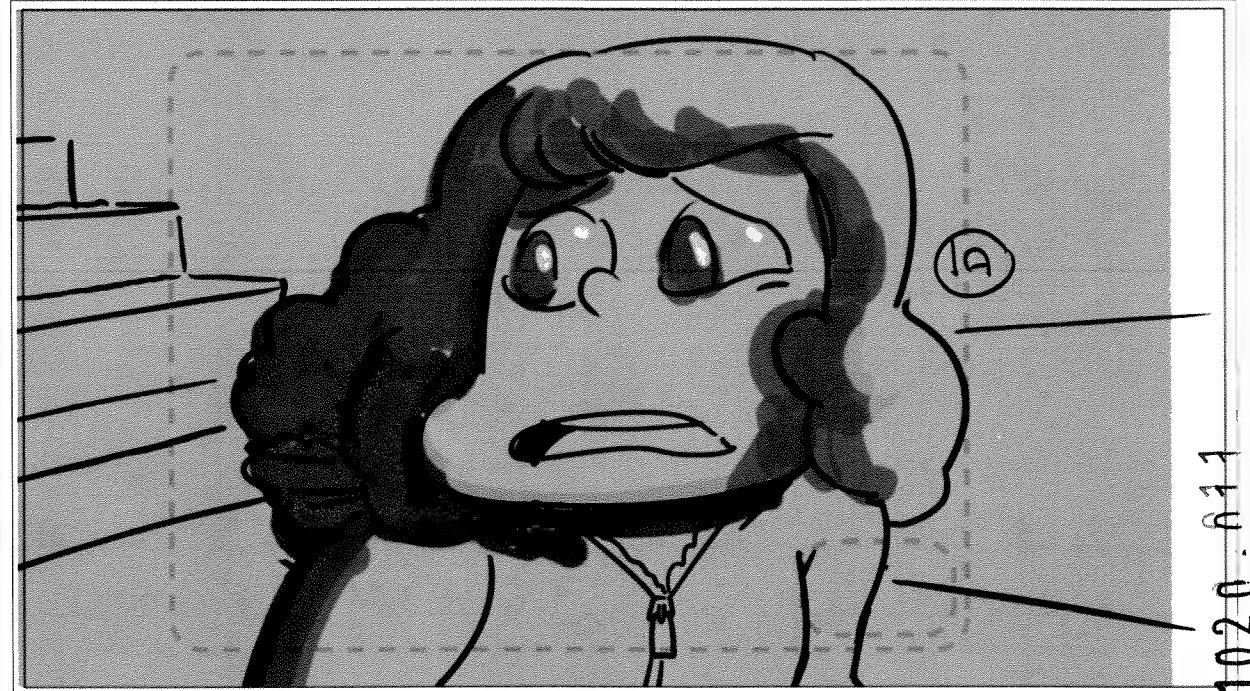
①A CHAR 2



CHAR 3
1B



Scene 175 Panel 1



Dialog

SADIE: MAN, PEOPLE ARE REALLY HATING ON TIGER M.

Slugging

5.07

①B



JUL 09 2013

Scene	Panel
176	1



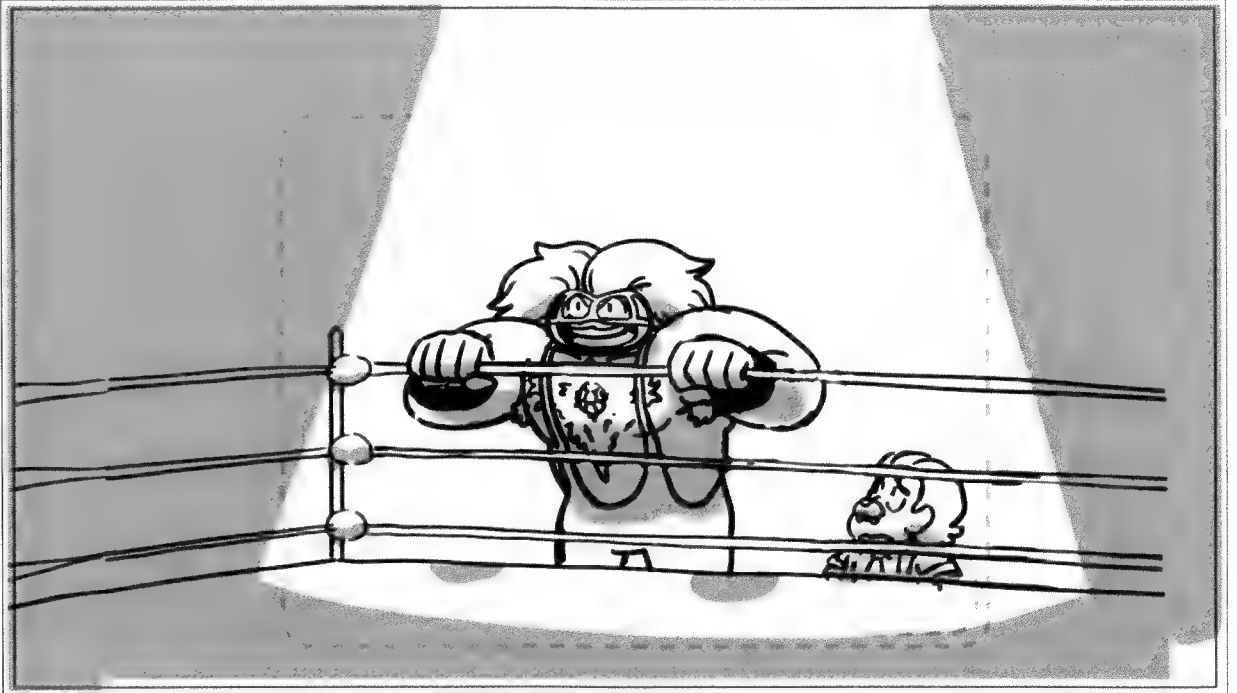
Dialog
 LARS: YEAH!! HE'S AWFUL BECAUSE HE HURT ME SPECIFICALLY!

Action Notes
 Sadie turns to look at Lars.

Slugging
 4.02

Notes
 H.U. Sadie to previous scene.

Scene	Panel
177	1



Dialog
 CROWD: <BOOING>

Slugging
 0.08

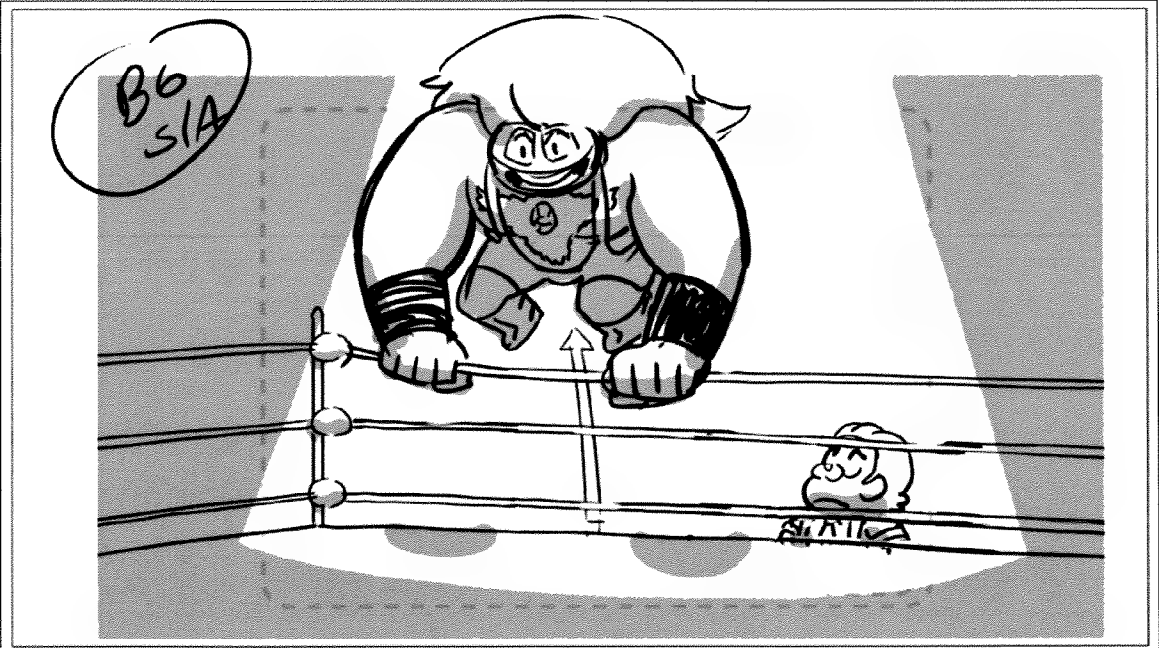
JUL 09 2017

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1020.011



Scene	Panel
177	cont
2	

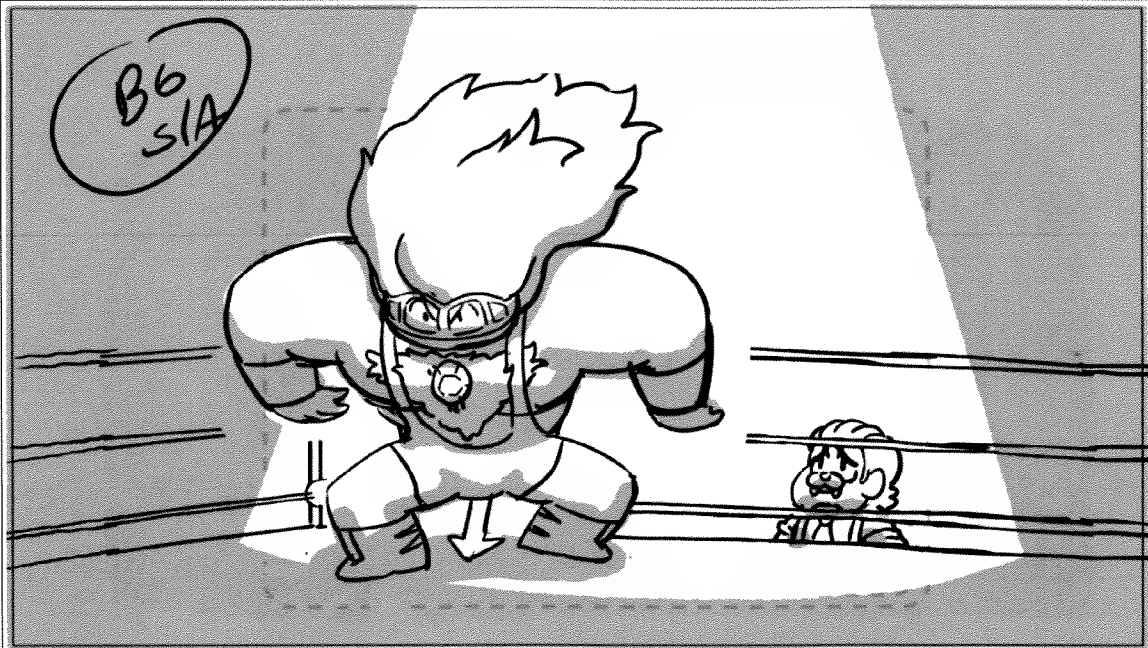


Dialog
CROWD: <BOOING>

Action Notes
Amethyst jumps over the rope - Steven's head follows Amethyst.

Slugging
0.04

Scene	Panel
177	cont
3	

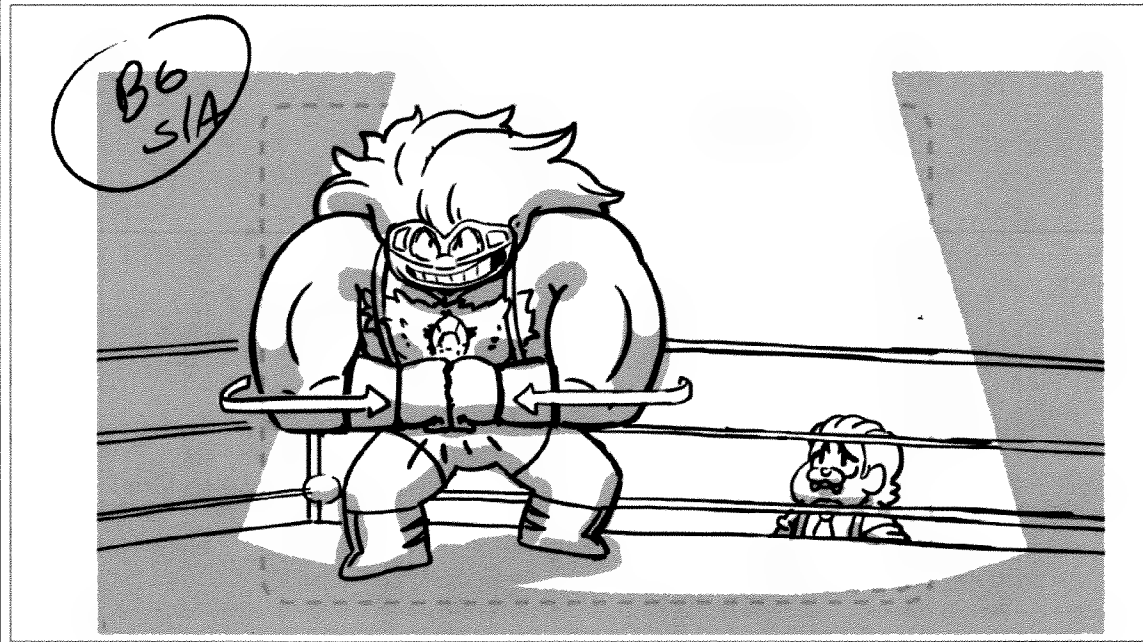


Dialog
CROWD: <BOOING>

Slugging
0.10

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Scene	Panel	
177	CONT	4



Dialog
CROWD: <BOOING>

Slugging
0.15

Scene	Panel	
177	CONT	5



Action Notes
Door opens O/S - regular lights loudly clunks on, crowd murmurs.

Slugging
1.03

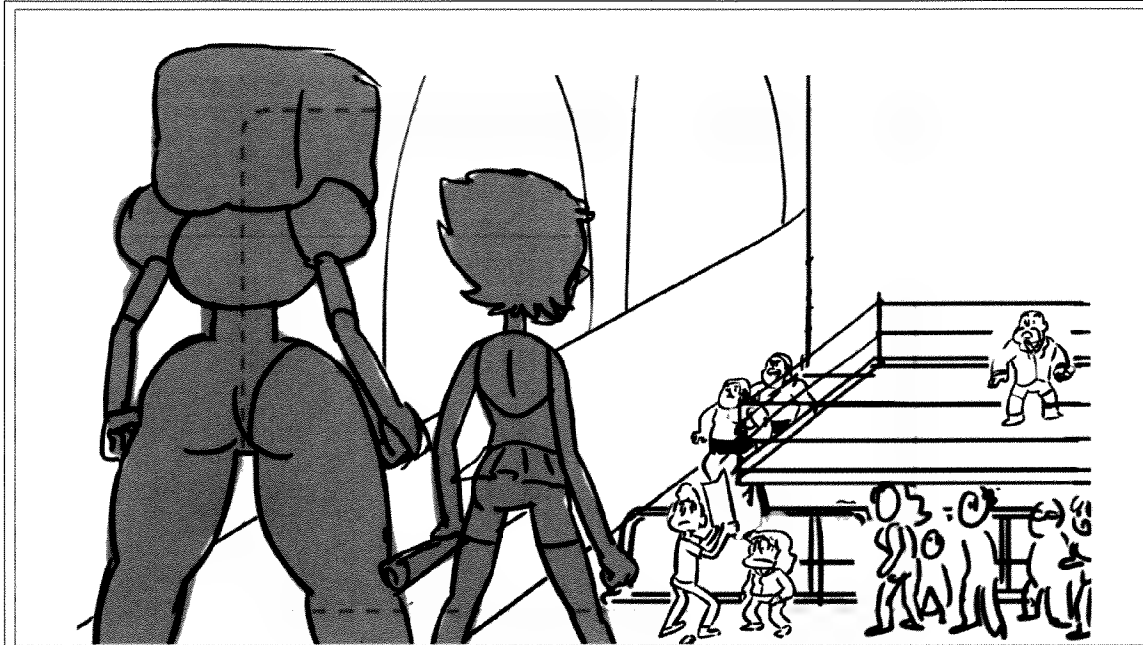
JUL 09 2013

1020.011

1020.011

1020.011

Scene	Panel
178	1



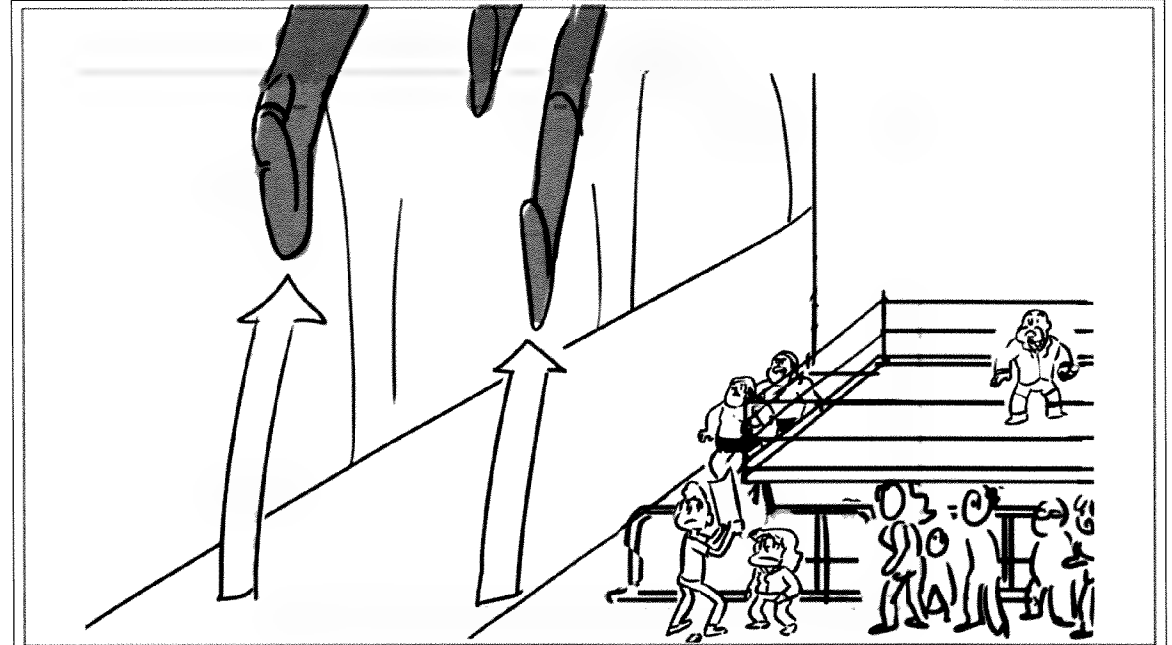
Dialog

CROWD: <MURMURING>

Slugging

1.07

Scene	Panel
178	2



Action Notes

Garnet and Pearl leap up, Mr. Smily, Lars and Sadie move their heads to follow the action.

Slugging

0.07

JUL 09 2013

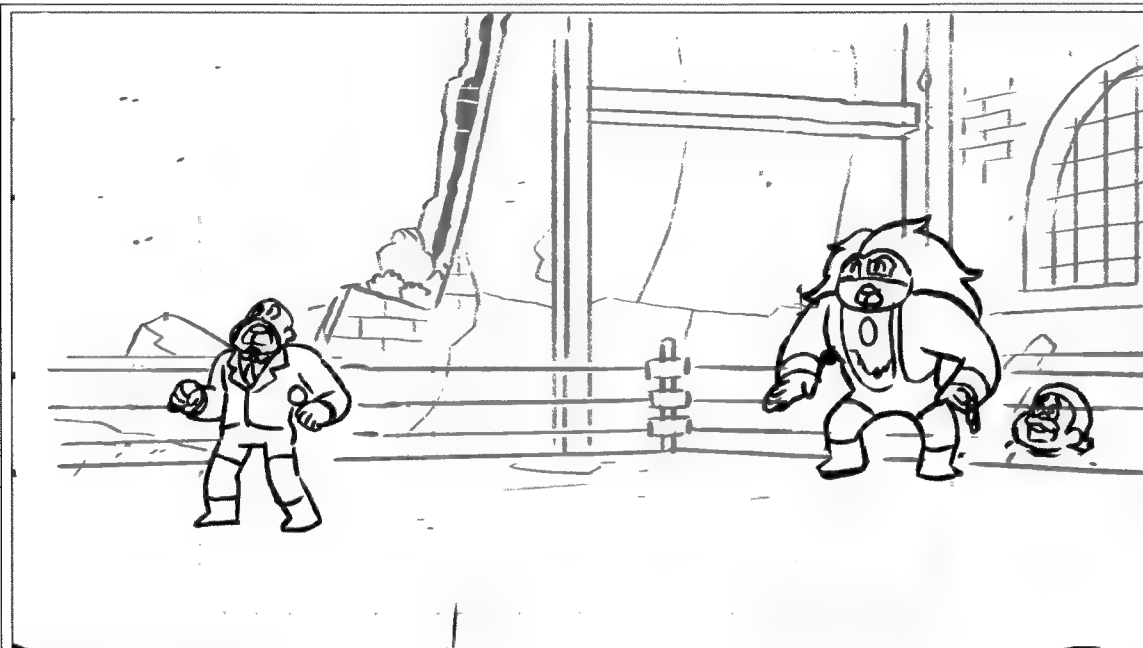
1020.011

1020.011

1020.011



Scene	Panel
179	1



Action Notes

Mr. Smiley, Amethyst and Steven look O/S towards Pearl and Garnet in the air.

Slugging

0.08

Scene	Panel
179	2



Action Notes

Mr. Smiley, Amethyst and Steven look O/S towards Pearl and Garnet in the air.

Slugging

Panels 2 + 3 = 1.04

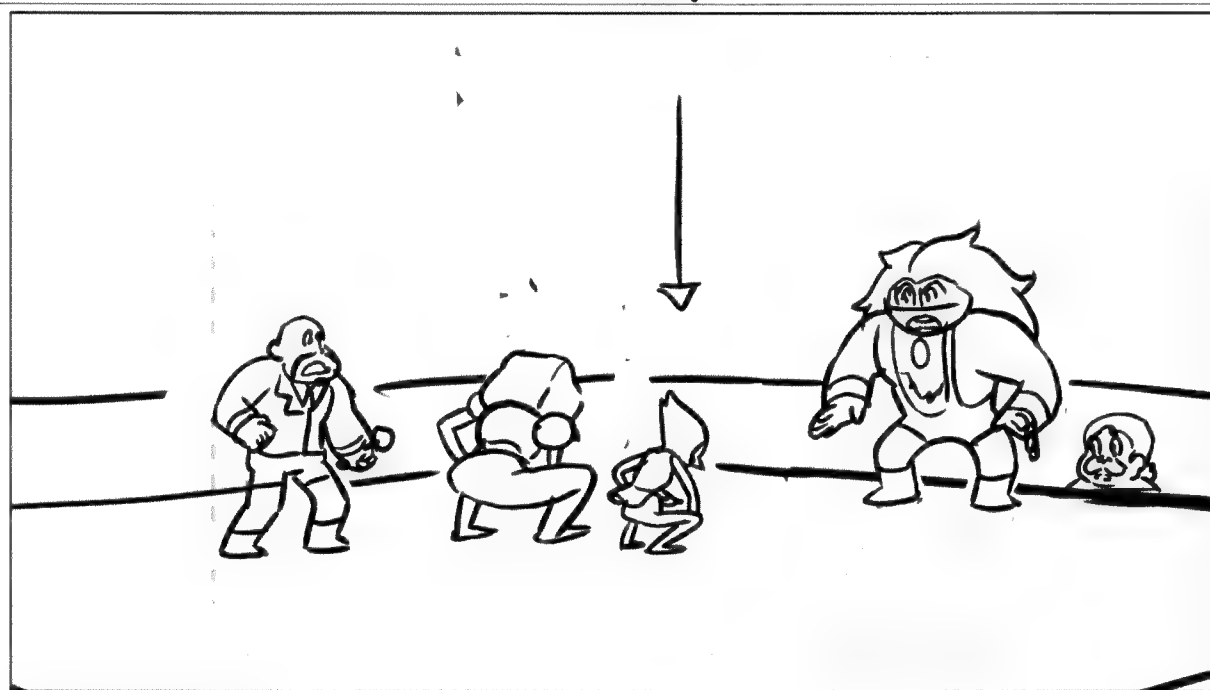
JUL 09 2013

1020.011

1020.011

1020.011

Scene 179 Panel 3



Action Notes

G and P land in the ring

Scene 180 Panel 1



Dialog

STEVEN: PEARL?! GARNET?

Action Notes

H/U Steven to previous

Slugging

3.01

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1020.011

1020.011



Scene	Panel
181	1



Dialog
AMETHYST: WHAT ARE YOU...

Action Notes
Pearl and Garnet slowly rise.

Slugging
0.14

Scene	Panel
181	2



Dialog
AMETHYST: ...DOING?!

Slugging
1.06

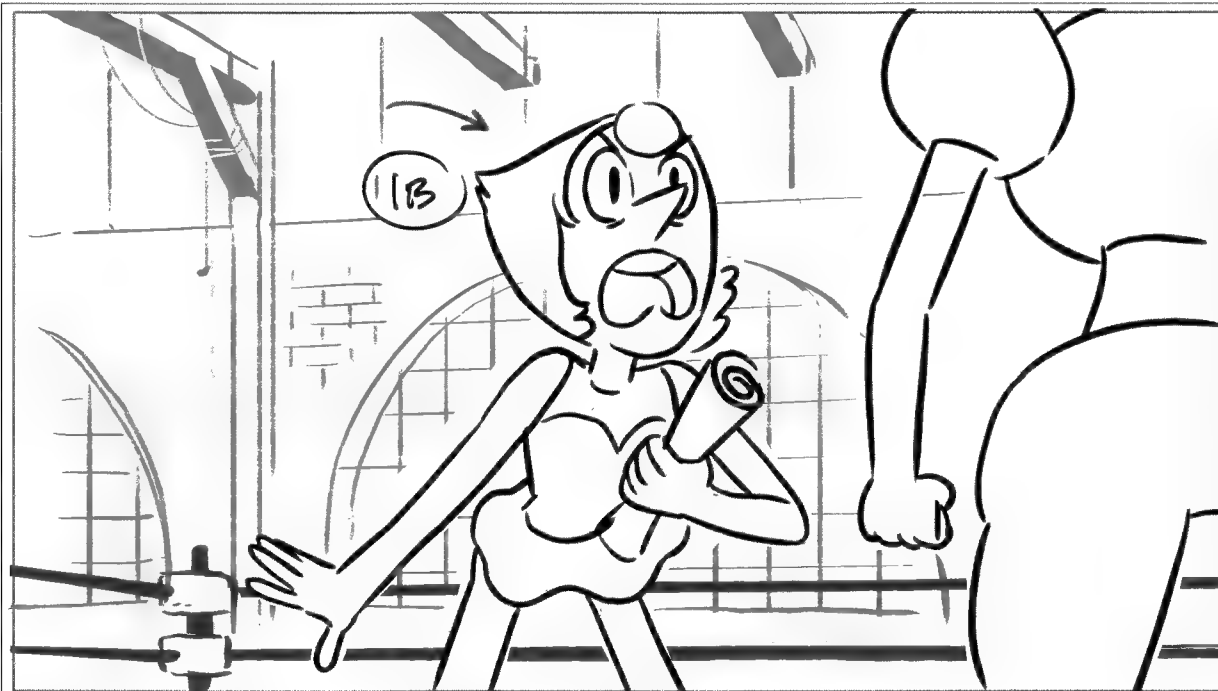
JUL 0 9 2013

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1020.011

1020.011

Scene	Panel
182	1



Dialog
PEARL: WHAT ARE WE DOING?!

Action Notes
H/U to previous

Slugging
2.03

Notes
H.U. Pearl to previous scene.



Scene	Panel
182	2

cont



Dialog
PEARL: WHAT IS THIS?!

Action Notes
Pearl unrolls the paper in her hand.

Slugging
1.15

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1020.011

1020.011

1020.011

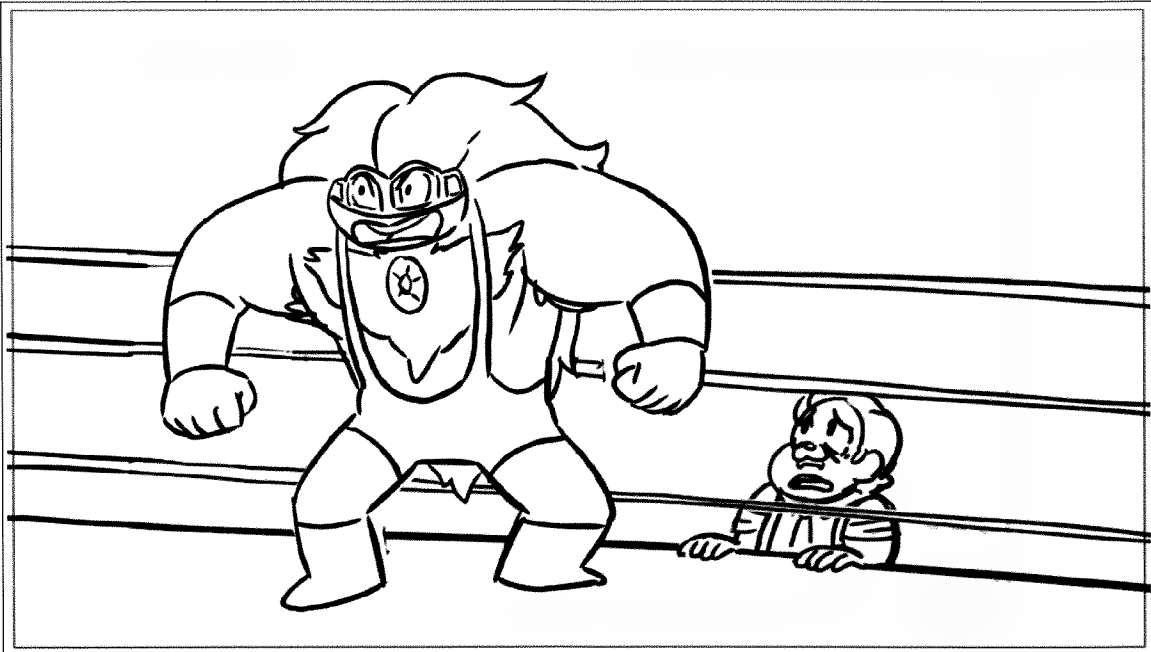


Scene	Panel
183	1



Slugging
1.10

Scene	Panel
184	1



Slugging
Panels 1 + 2 = 0.14

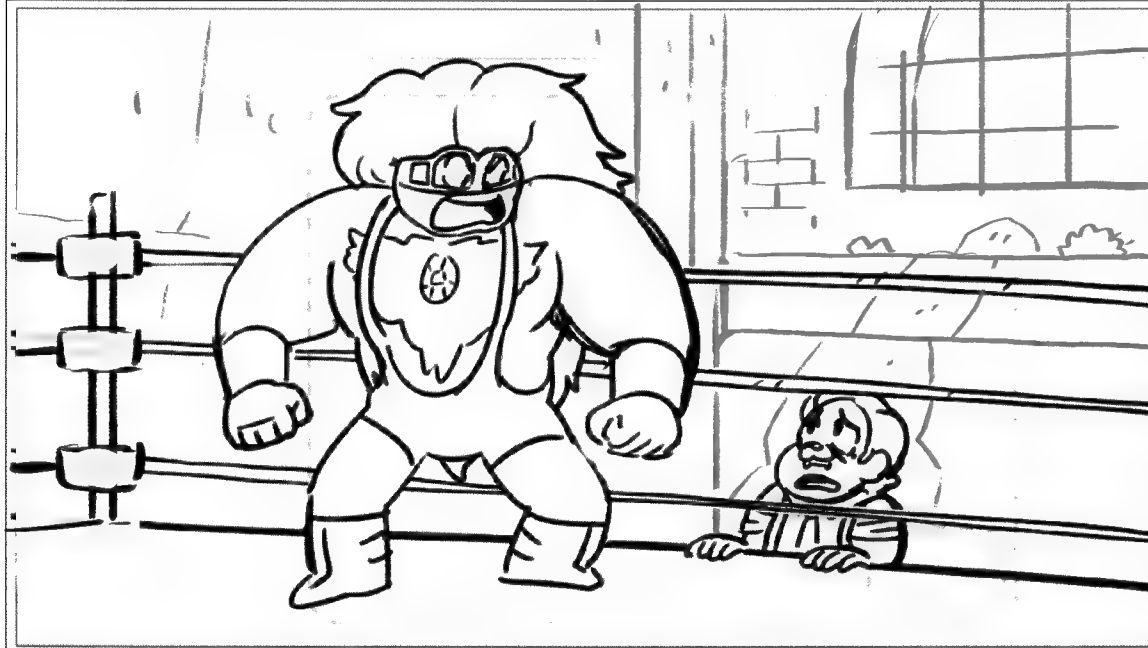
JUL 09 2017

1020.011

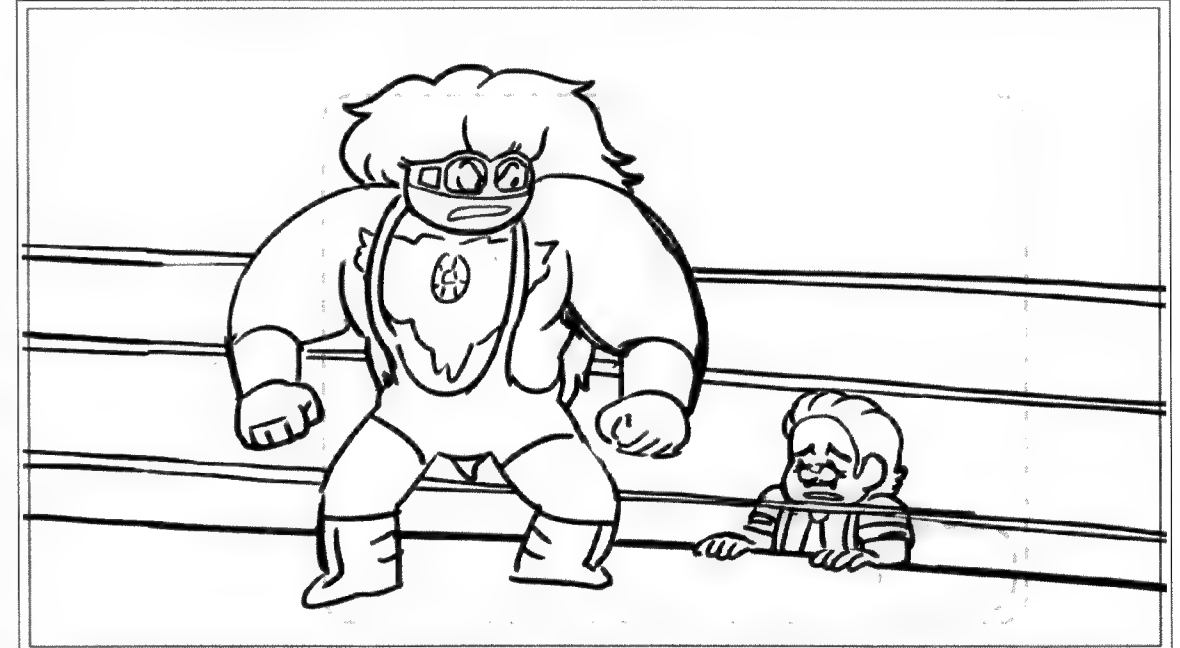
1020.011

1020.011

Scene 184 Panel 2
CONT



Scene 184 Panel 3
CONT



Dialog

STEVEN (*APOLOGETICALLY): I THOUGHT WE COULD USE SOME PROMOTION...

Action Notes

Steven sounds apologetic, NOT defensive.

Slugging

3.15

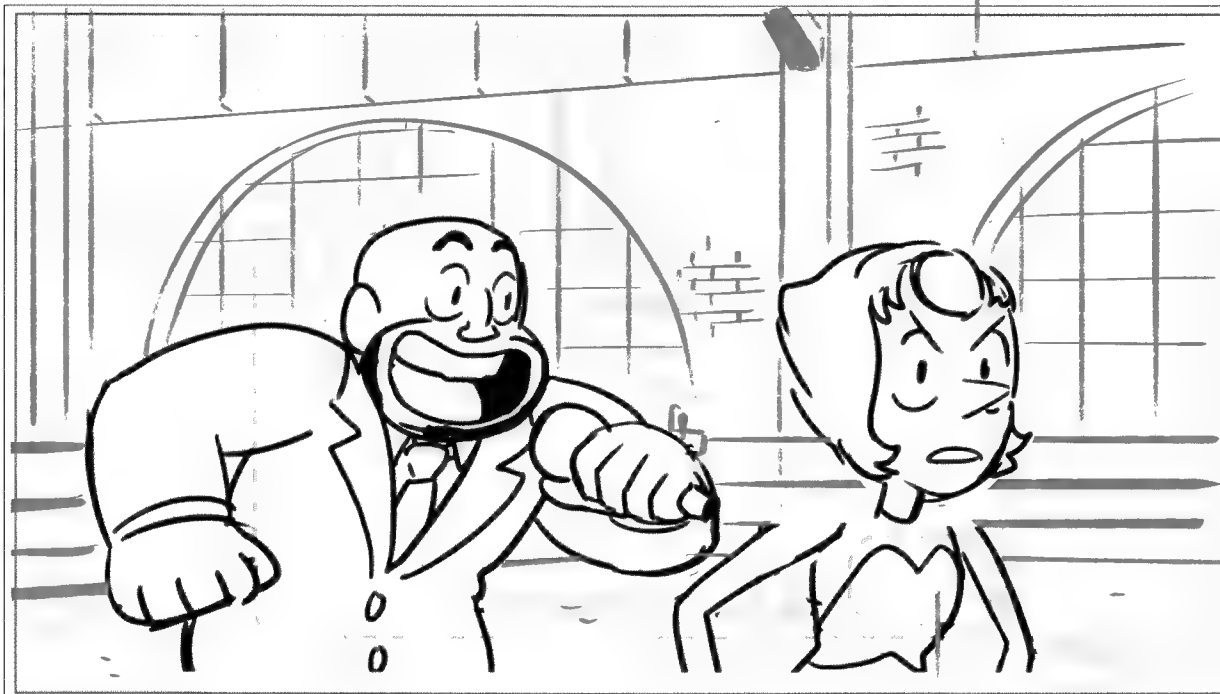
JUL 09 2013

1020.011

1020.011

1020.011

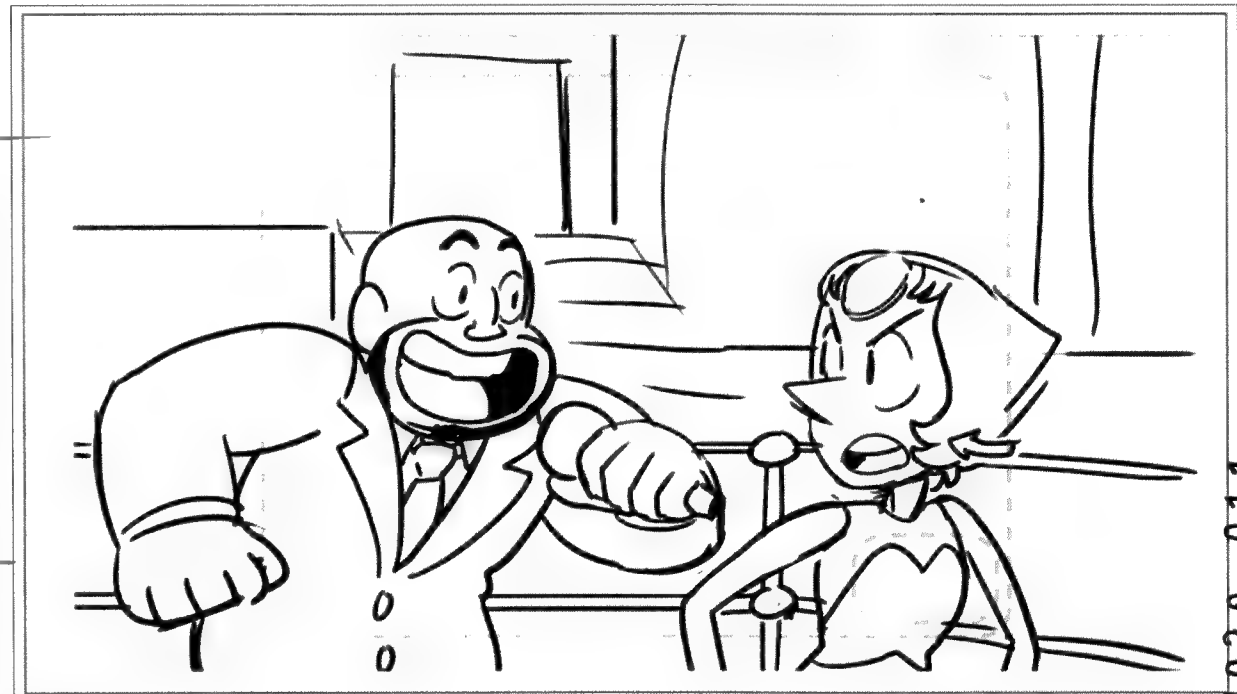
Scene	Panel
185	1



Dialog
MR. SMILEY: LOOKS LIKE WE HAVE SOME...

Slugging
1.14

Scene	Panel
185	2 <i>cont</i>



Dialog
MR. SMILEY: ... NEW OPPONENTS!

Action Notes
Pearl turns in reaction to Mr Smiley.

Slugging
1.10

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1020.011

1020.011

1020.011

Scene

Panel

185

CONT

3



Dialog

PEARL: NO YOU DON'T!

Action Notes

Pearl shoves Mr. Smiley.

Slugging

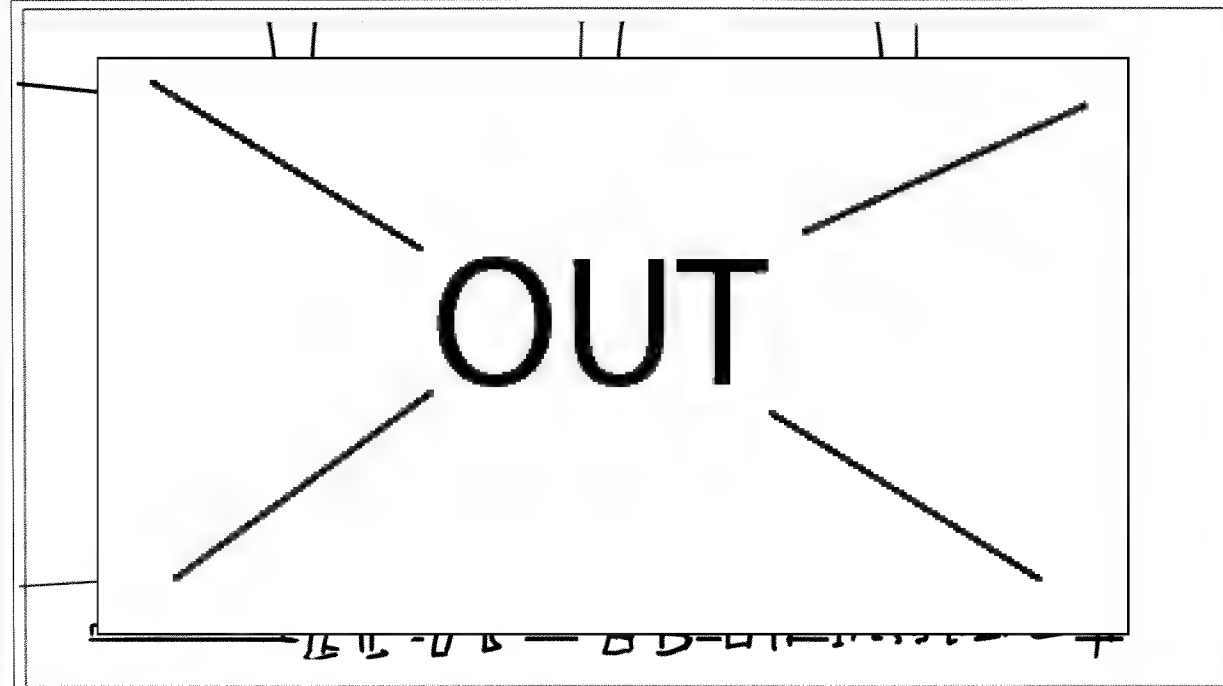
1.10

Scene

Panel

186

1



Slugging

0.04

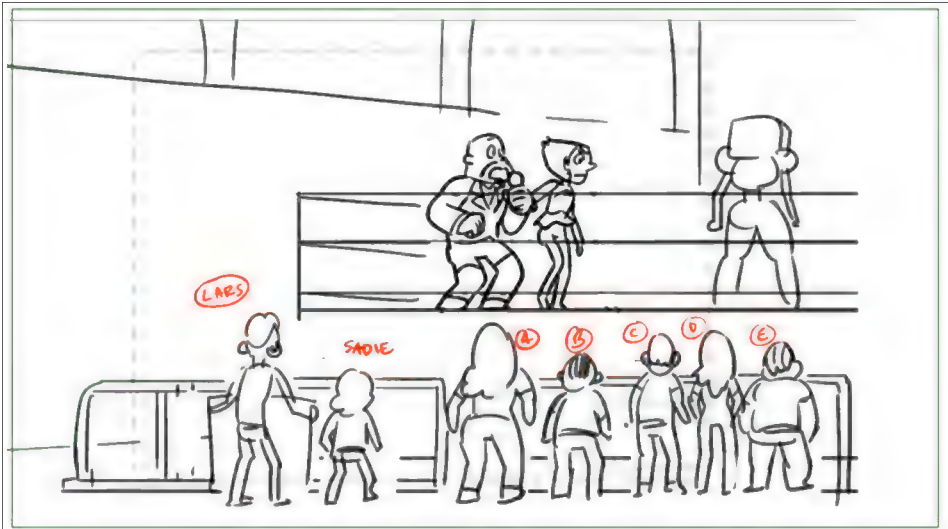
Notes

H.U. Pearl to previous scene, facing/pushing Mr Smiley. Or in previous scene end it with Pearl turning towards screen right.



JUL 09 2013

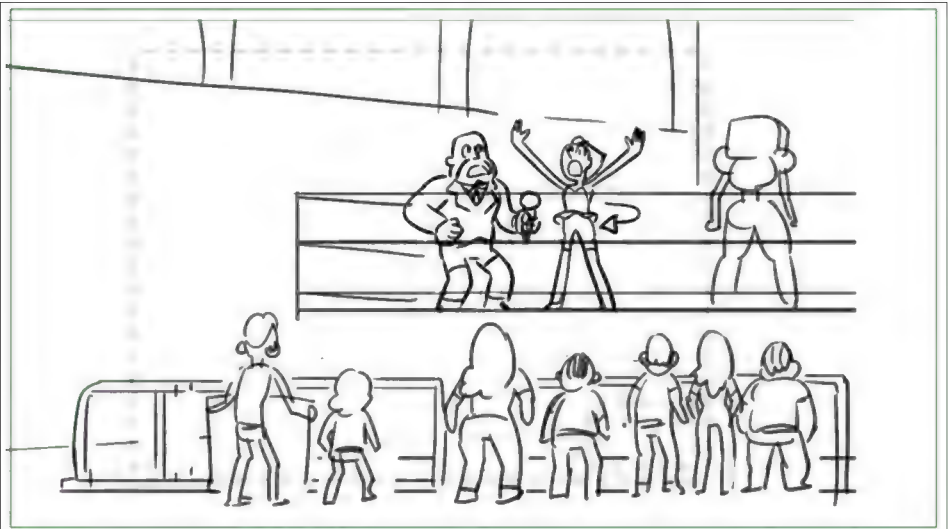
Scene	Duration	Panel	Duration
186	03:00	1	01:00



Notes

H.U. Pearl to previous scene, facing/pushing Mr Smiley. Or in previous scene end it with Pearl turning towards screen right.

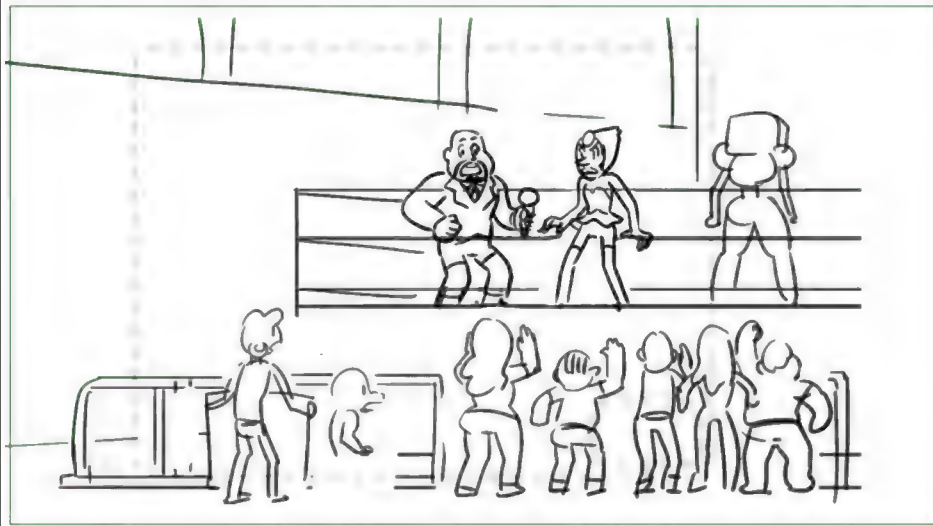
Scene	Duration	Panel	Duration
186	03:00	2	01:00



Dialog

PEARL: THIS MATCH IS CANCELLED!

Scene	Duration	Panel	Duration
186	03:00	3	01:00



Dialog

CROWD: <CONFUSED WALLA>

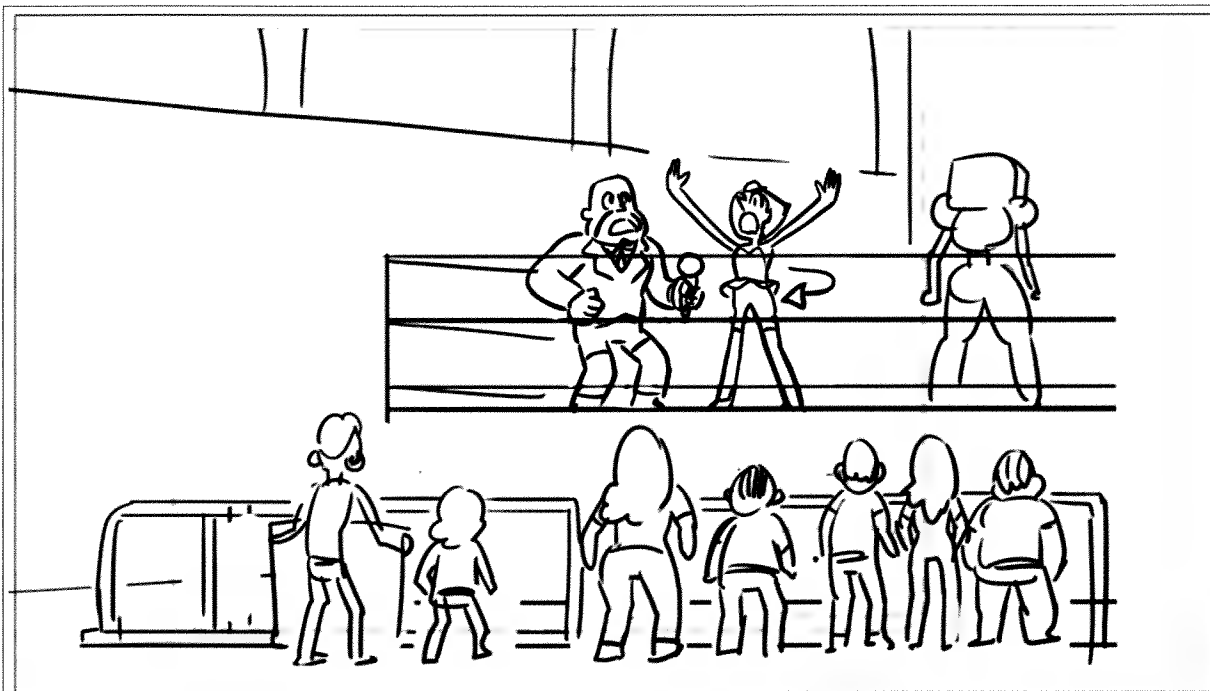
STEVEN (os): WHAT?!

Action Notes

Crowd reacts to Pearl.

Pearl reacts to crowd.

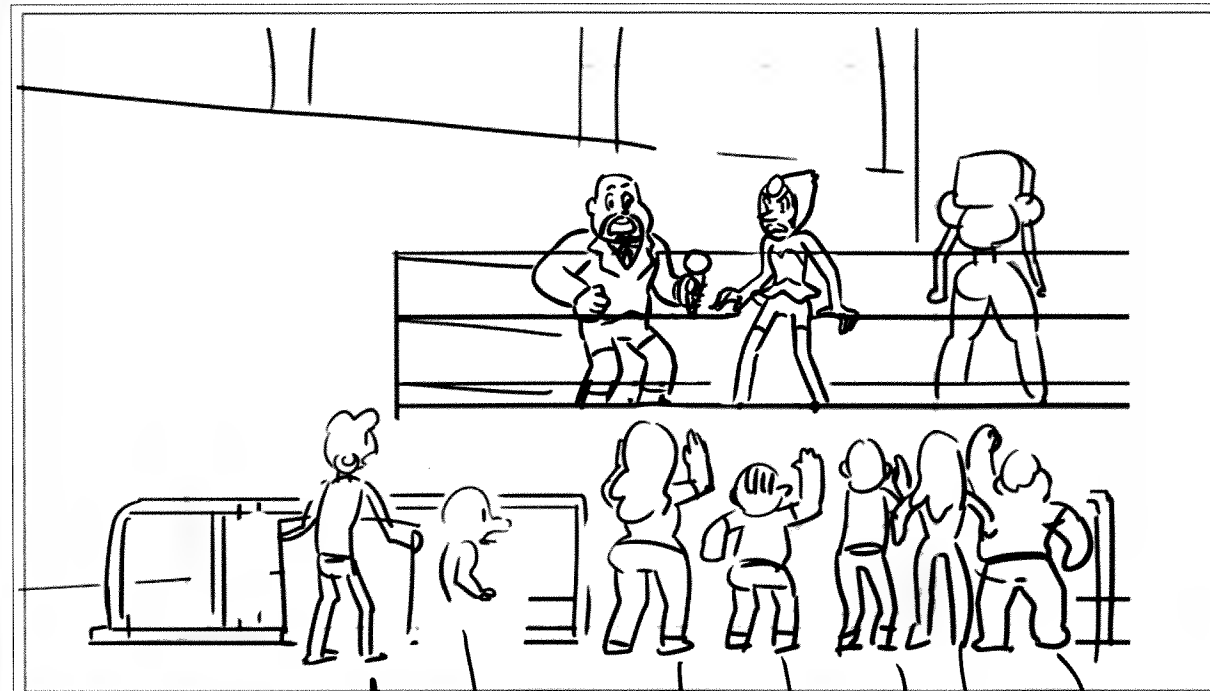
Scene Panel
186 **CONT** 2



Dialog
PEARL: THIS MATCH IS CANCELLED!

Slugging
2.09

Scene Panel
186 **CONT** 3



Dialog
CROWD: <CONFUSED WALLA>

STEVEN (os): WHAT?!

Action Notes
Crowd reacts to Pearl.
Pearl reacts to crowd.

Slugging
2.08

JUL 09 2013

1020.011

1020.011

1020.011

Scene	Panel
187	1



Dialog
STEVEN: WHY?!

Slugging
1.08

Scene	Panel
188	1



Dialog
PEARL: WHY?!

Slugging
1.05

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1020.011

1020.011

1020.011

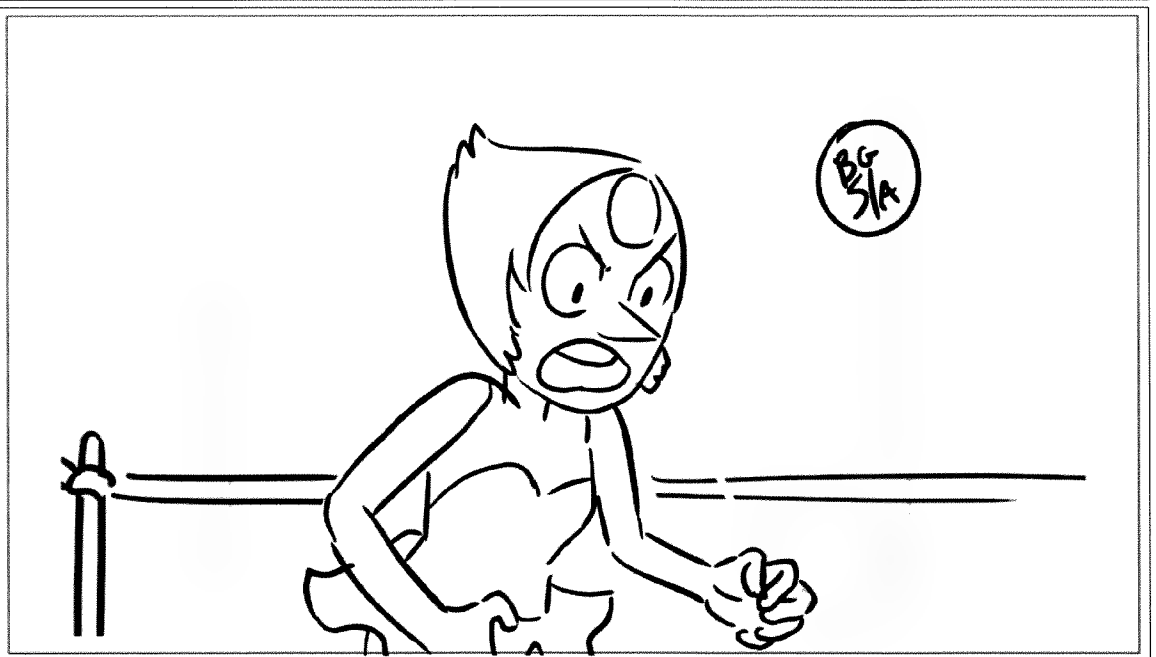
Scene 188 Panel 2
CONT



Dialog
PEARL: I CAN'T BELIEVE YOU'VE BEEN SNEAKING OFF TO THIS...

Slugging
3.08

Scene 188 Panel 3
CONT



Dialog
PEARL: THIS... CIRCUS OF VIOLENCE!

Slugging
4.07

JUL 09 201

1020.011

1020.011

Scene	Panel
188	cont 4

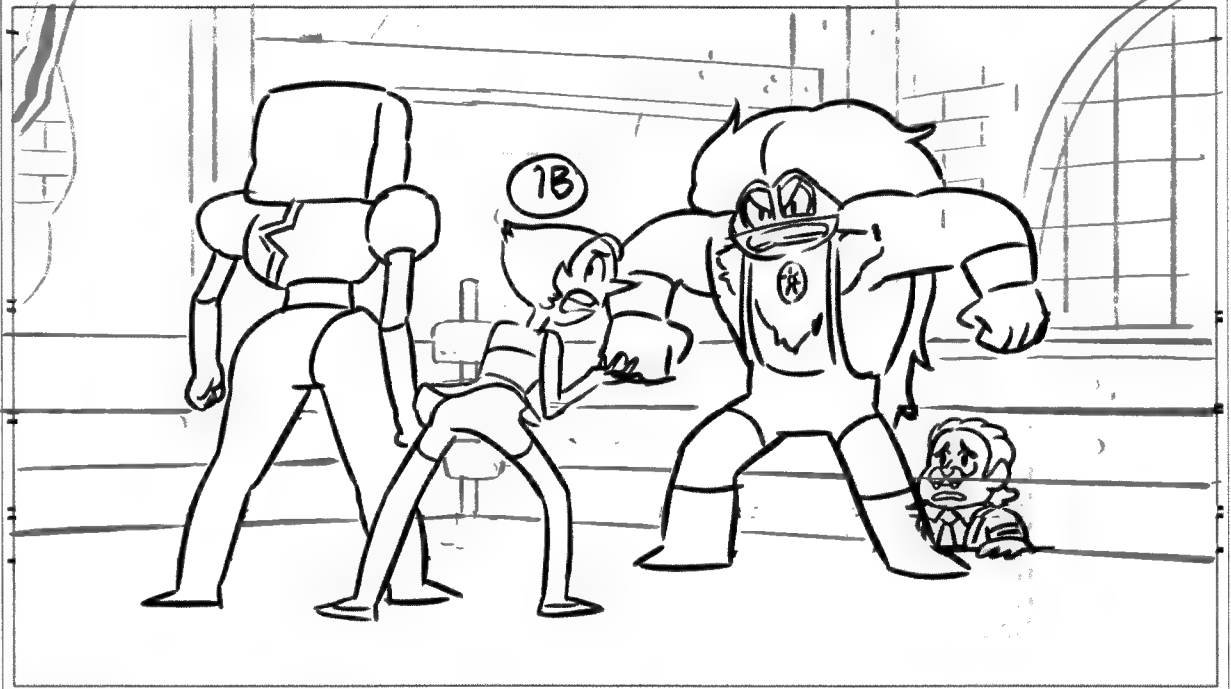


Dialog
PEARL: AND YOU!

Action Notes
Pearl points towards Amethyst.

Slugging
2.01


Scene	Panel
189	1



Dialog
PEARL: USING YOUR GEM POWERS ON HUMANS?!

Slugging
3.13

Notes
Need H.U. pose for Pearl to previous scene. Pointing at Amethyst.



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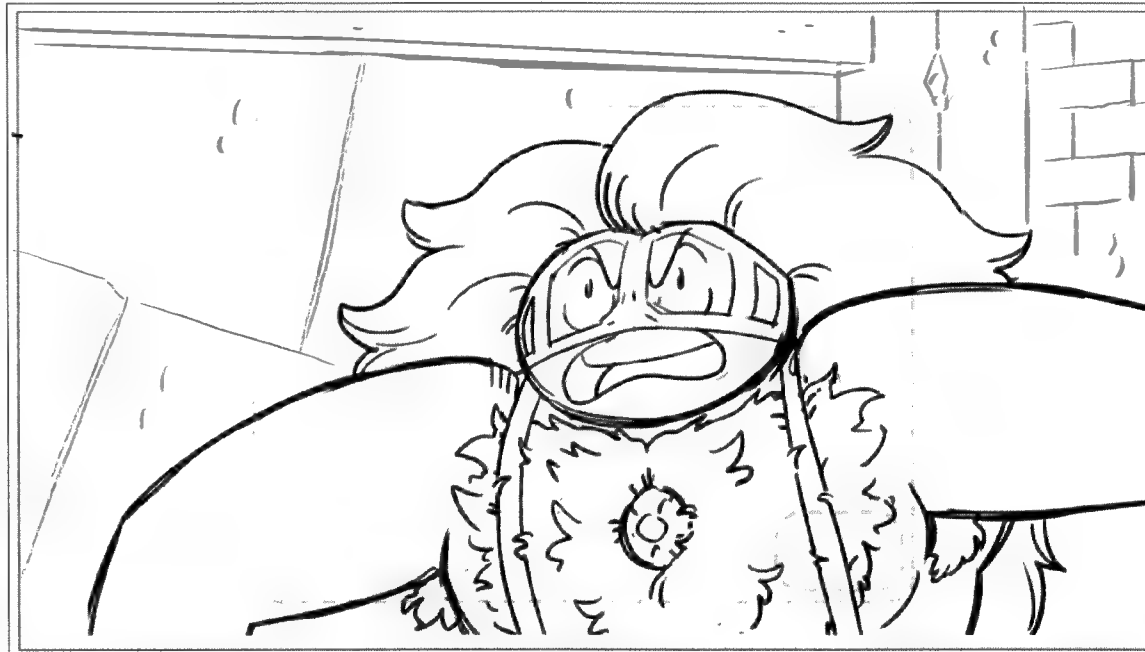
Scene	Panel
189	<i>cont</i> 2



Dialog
AMETHYST: IT'S NOT ENOUGH...

Slugging
1.13

Scene	Panel
190	1



Dialog
AMETHYST: ...THAT YOU'RE ON MY CASE ALL THE TIME,

Slugging
1.10

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1020.011

1020.011

1020.011

Scene	Panel
190	2



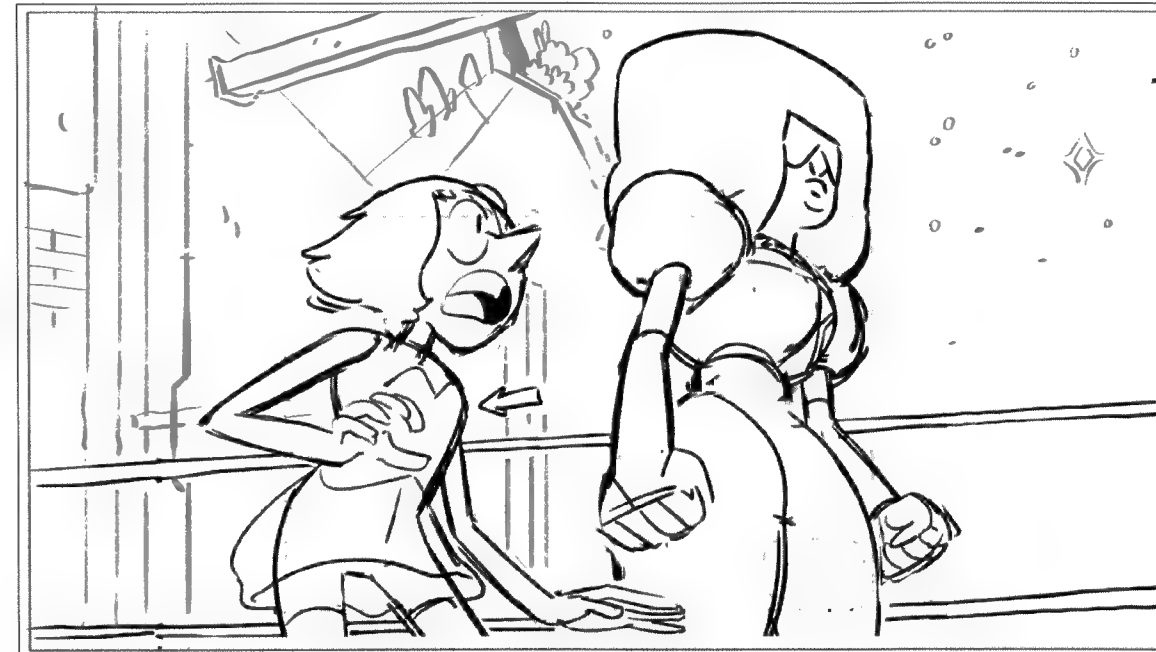
Dialog

AMETHYST: YOU HAVE TO RUIN THIS FOR ME TOO?!

Slugging

3.00

Scene	Panel
191	1



Dialog

PEARL: WE'RE NOT HERE TO FIGHT!

Action Notes

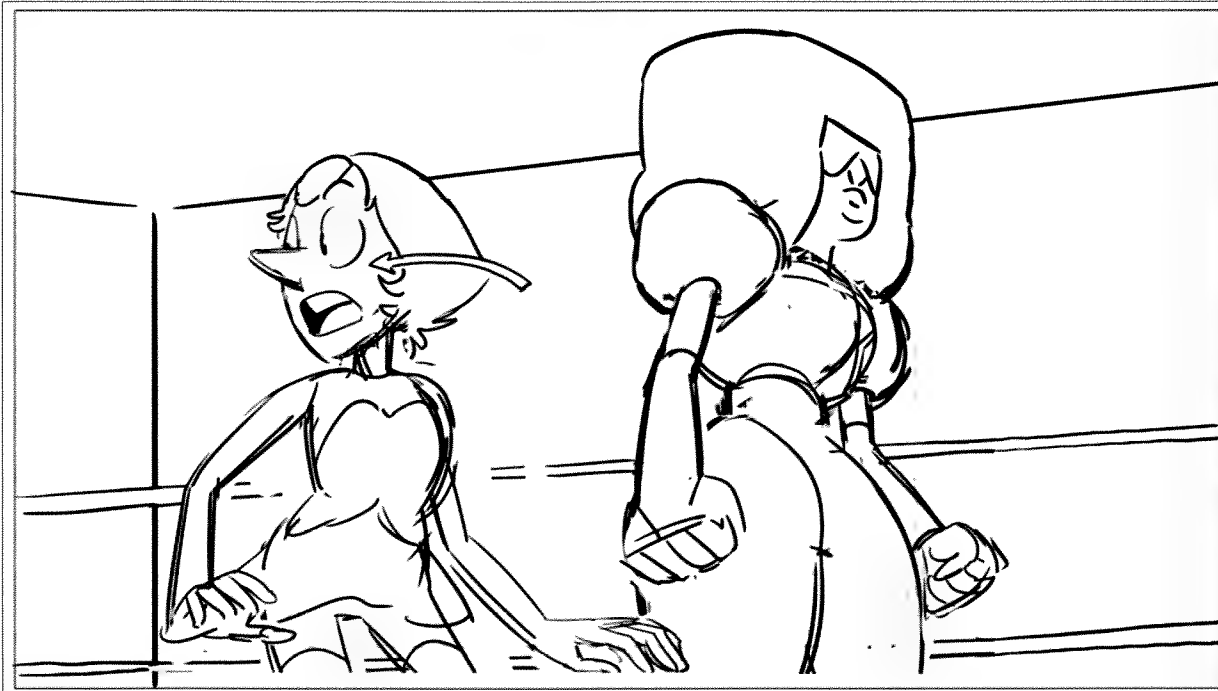
Pearl backs up.

Slugging

2.06

JUL 09 2015

Scene 191 Panel 2

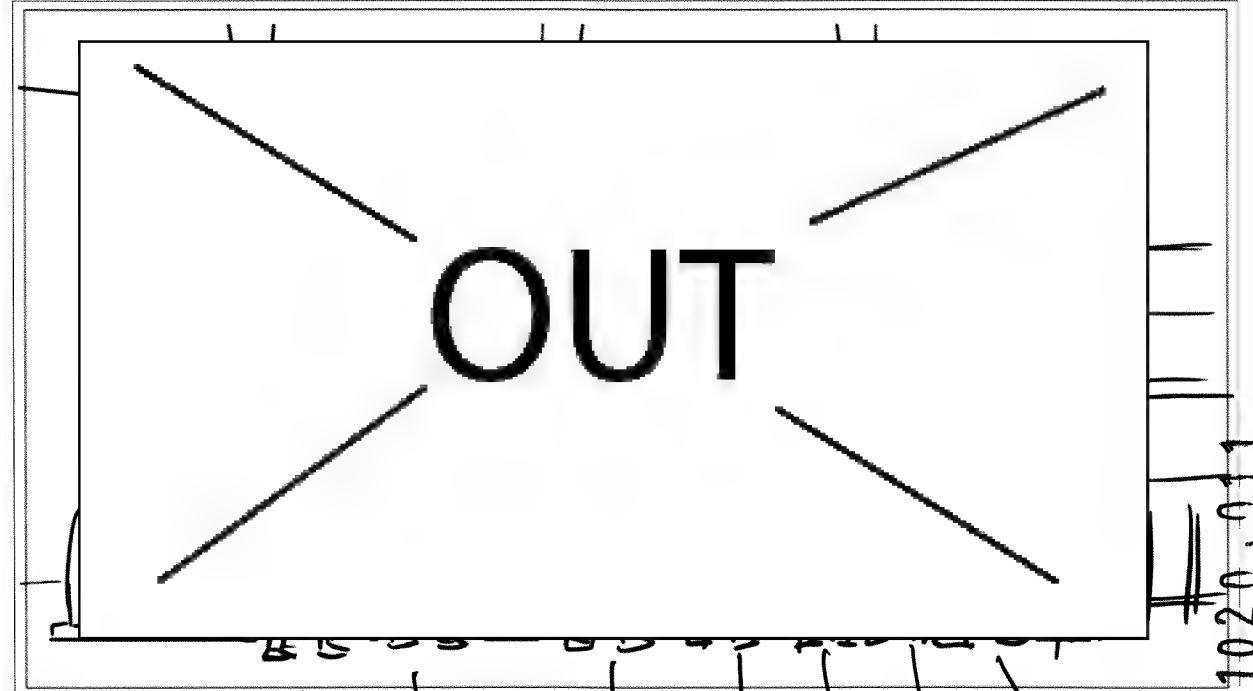


Dialog
CROWD (*CHANTING): FIGHT FIGHT FIGHT!

Action Notes
Pearl turns in reaction to crowd chanting.

Slugging
0.11

Scene 192 Panel 1



Slugging
2.00

- ①
- ②
- ③
- ④
- ⑤
- ⑥
- ⑦

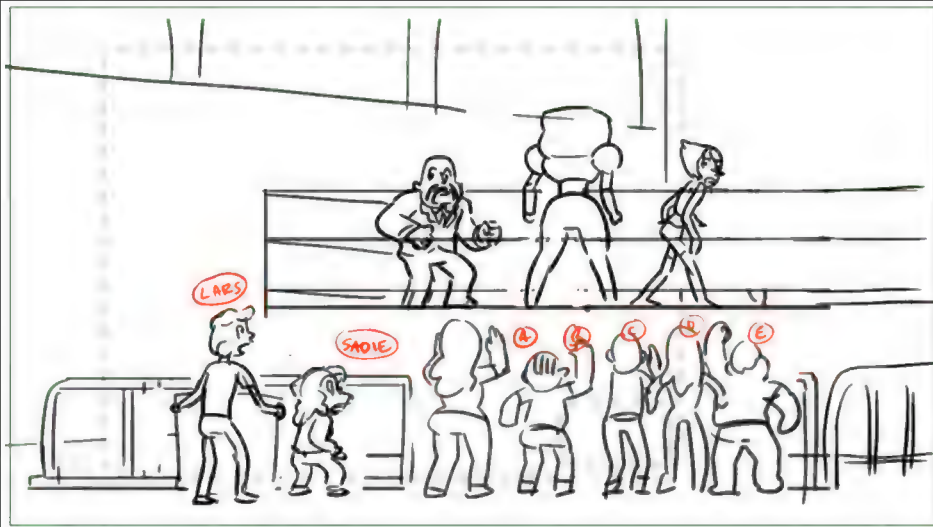
JUL 09 2013

1020.011

1020.011

1020.011

Scene	Duration	Panel	Duration
192	01:00	1	01:00



Notes

Need H.U. to previous scene.
Pearl turns towards crowd.
Or in previous scene have
pearl turn her whole body to
face the crowd.

Garnet might be too far
forward.

Scene	Panel
193	1



Dialog

GARNET: STEVEN, AMETHYST...

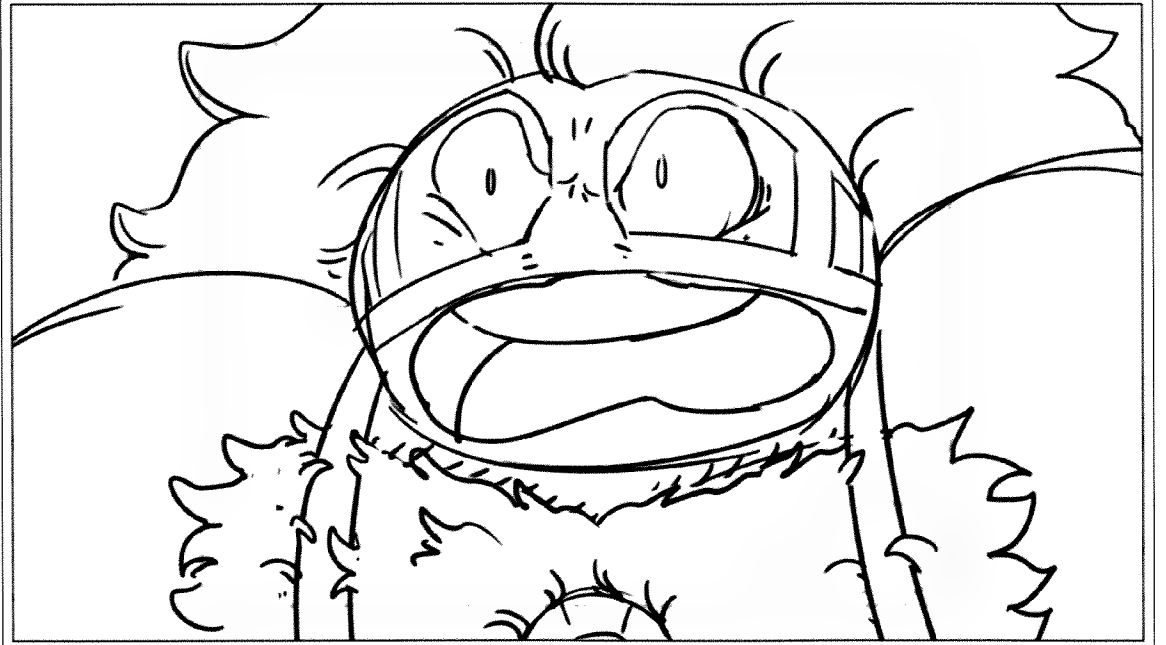
Slugging

2.10

Notes

BOARD REVISION - JUST A SHOT OF GARNET.

Scene	Panel
194	1



Dialog

AMETHYST: WHAT?!

Slugging

1.06

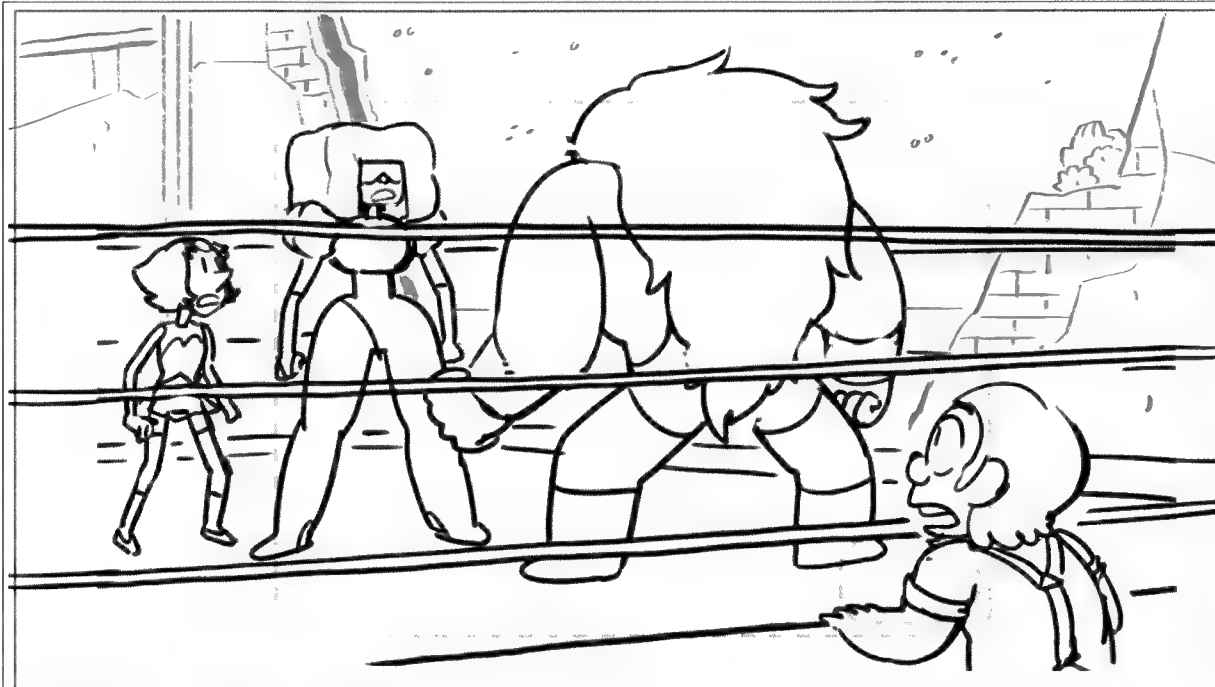
JUL 09 2013

1020.011

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1020.011

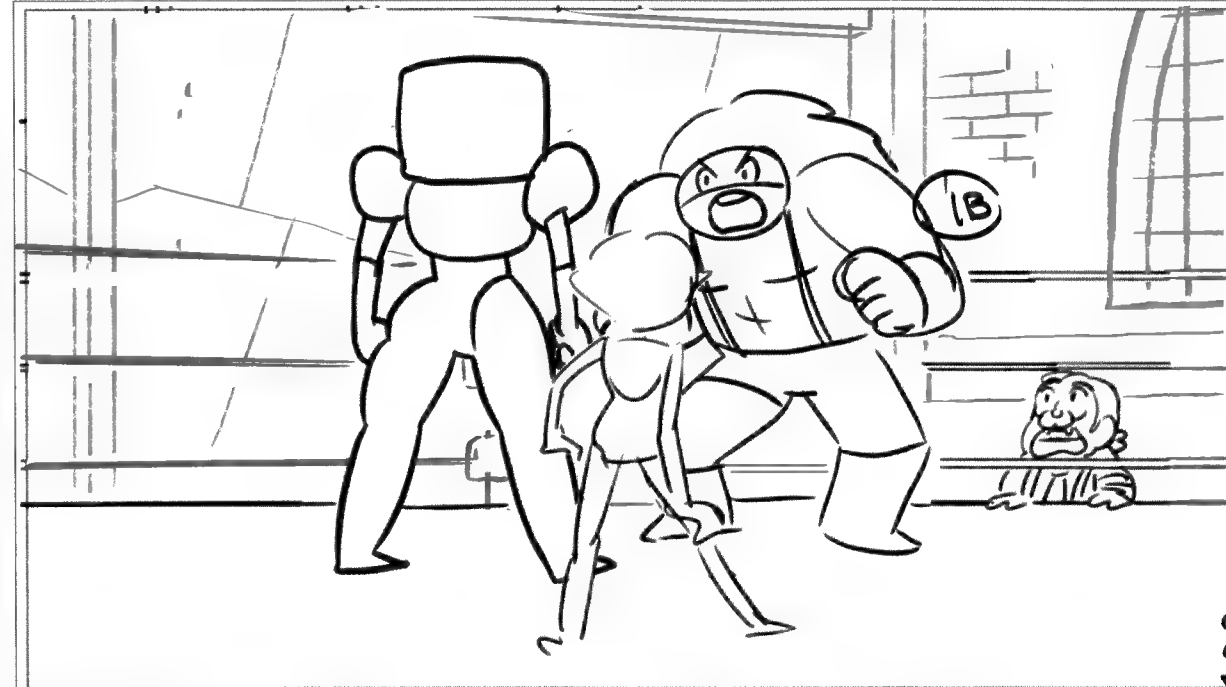
Scene	Panel
195	1



Dialog
GARNET: GO BACK TO THE TEMPLE.

Slugging
2.09

Scene	Panel
196	1



Slugging
1.06

Notes
H.U. Amethyst to previous scene, arms down.
H.U. Pearl to previous scene, looking at Garnet.

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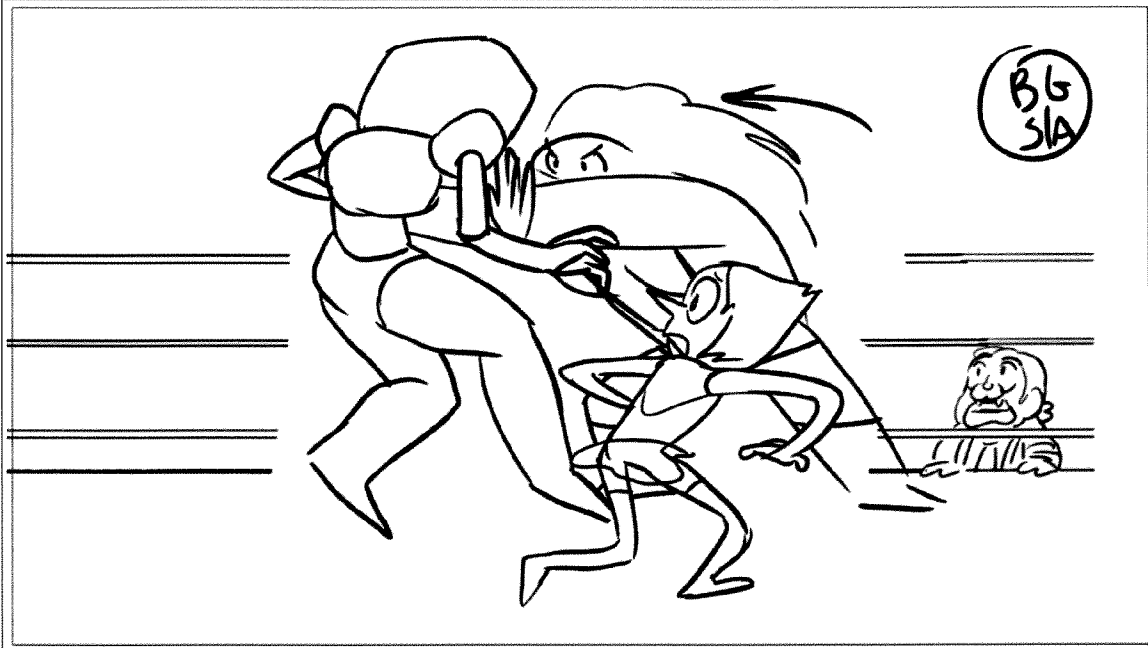


1020.011

1020.011

1020.011

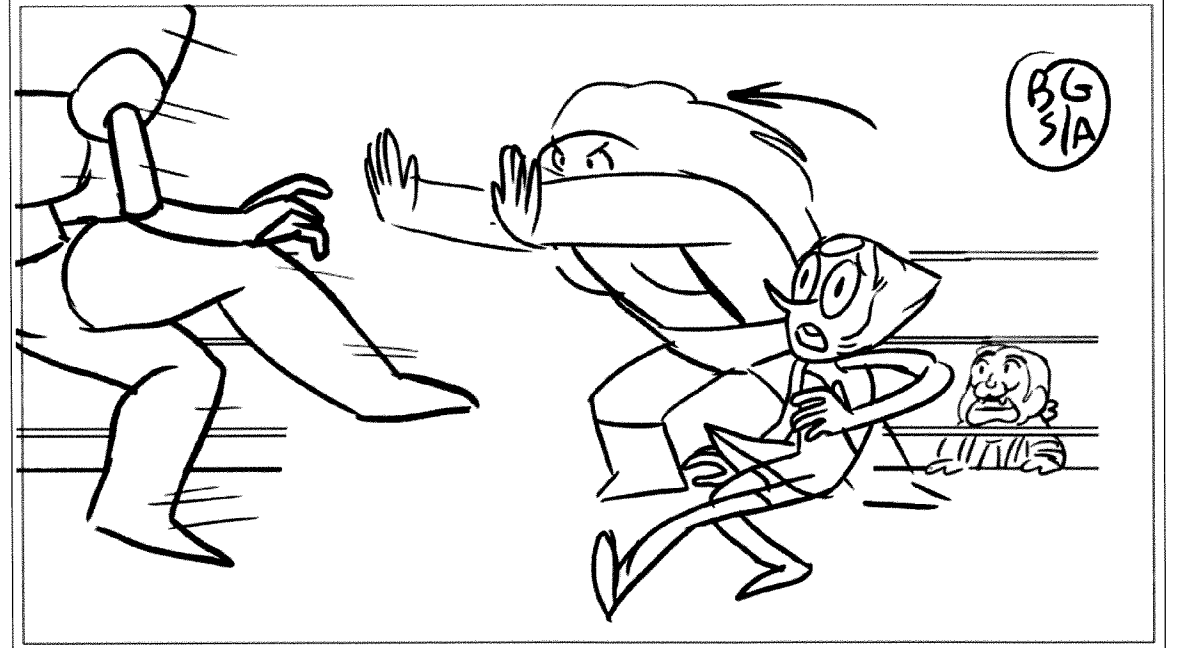
Scene	Panel
196	cont 2



Action Notes
Amethyst pushes Garnet, Pearl dodges out of the way.

Slugging
0.03

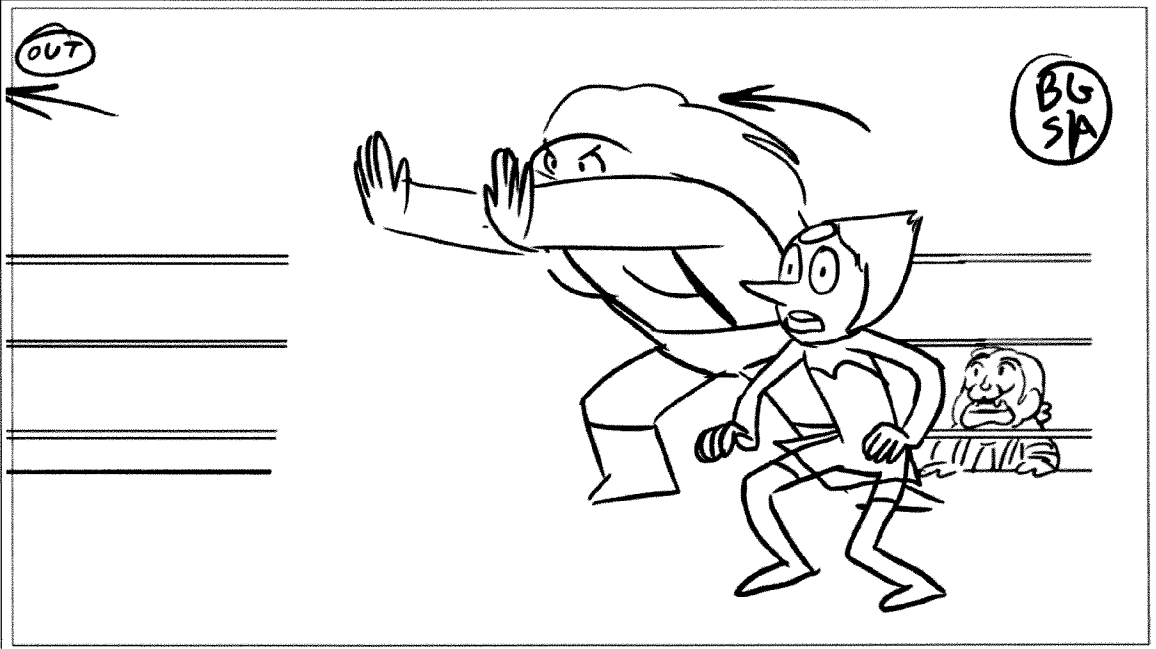
Scene	Panel
196	cont 3



Slugging
0.03

JUL 09 2013

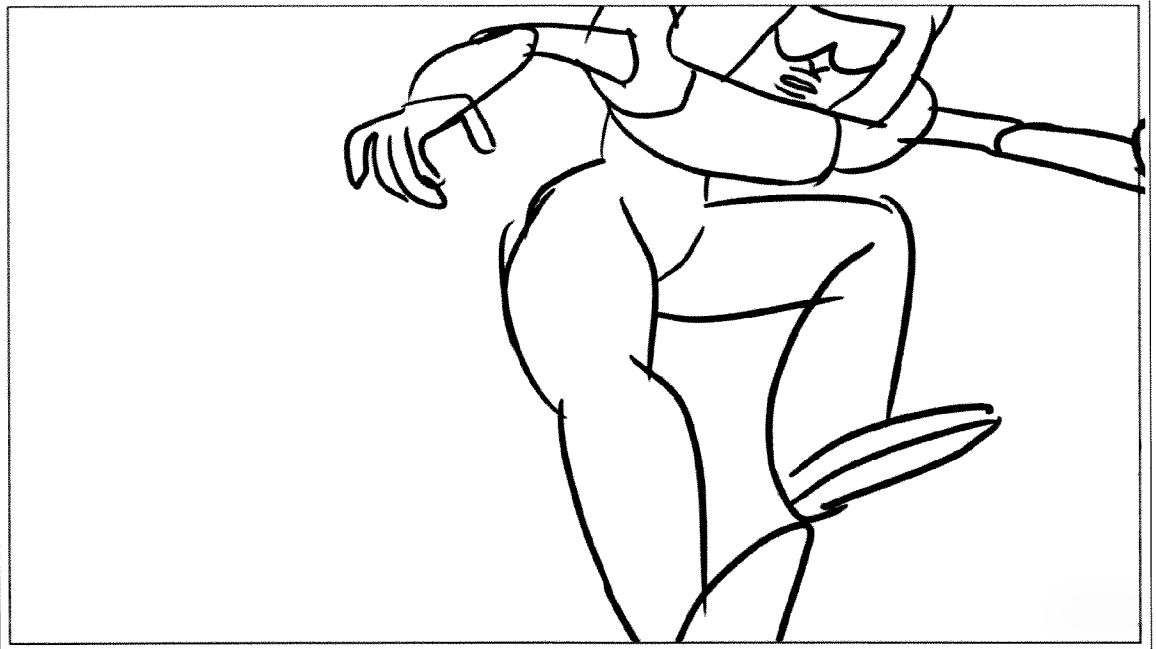
Scene	Panel
196	CONT 4



Action Notes
Garnet OUT screen left.

Slugging
0.06

Scene	Panel
197	1



Action Notes
Garnet IN screen right.

Slugging
0.02

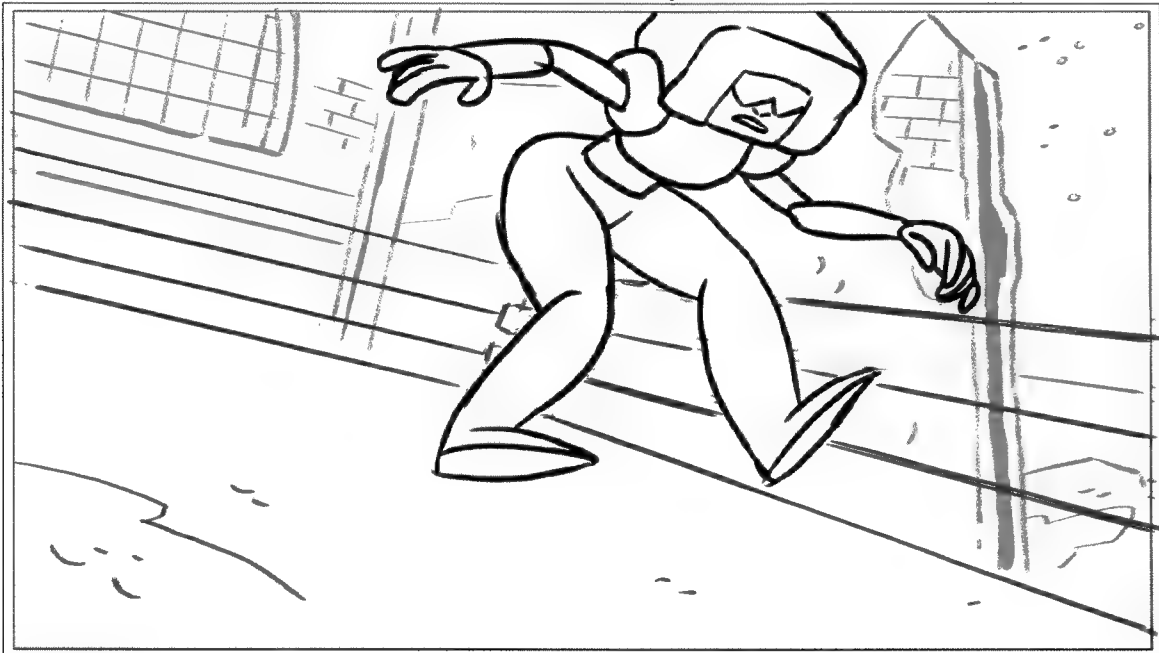
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1020.011



Scene	Panel
197	2



Slugging
0.02

Scene	Panel
197	3



Slugging
0.04

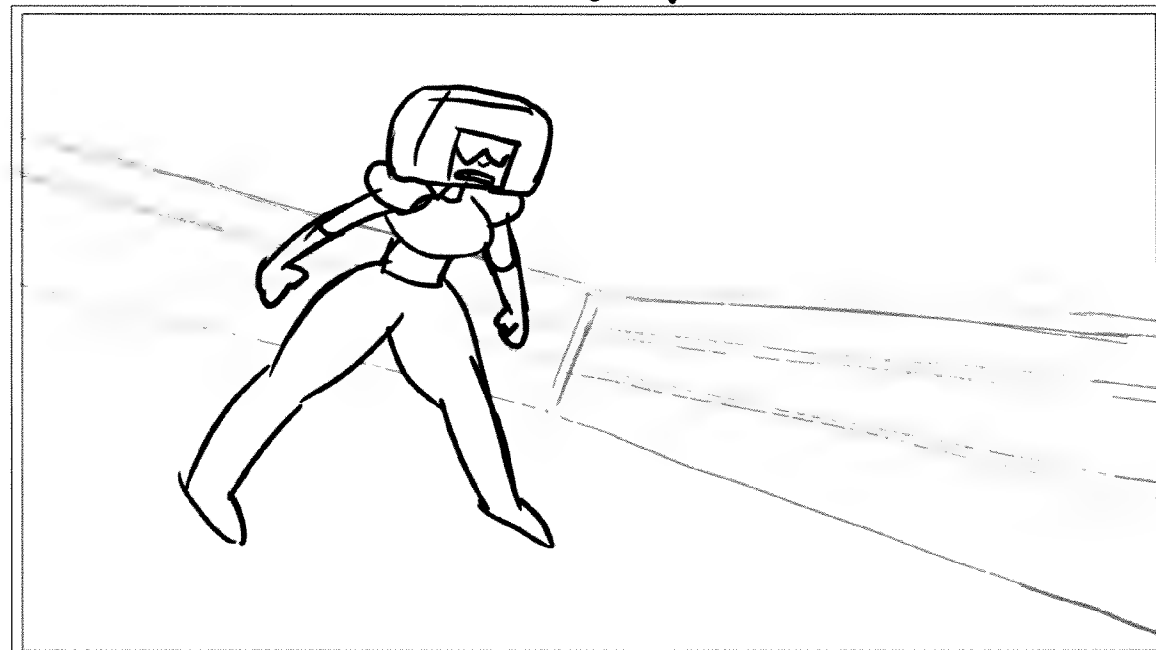
JUL 09 2012

1020.011

1020.011

1020.011

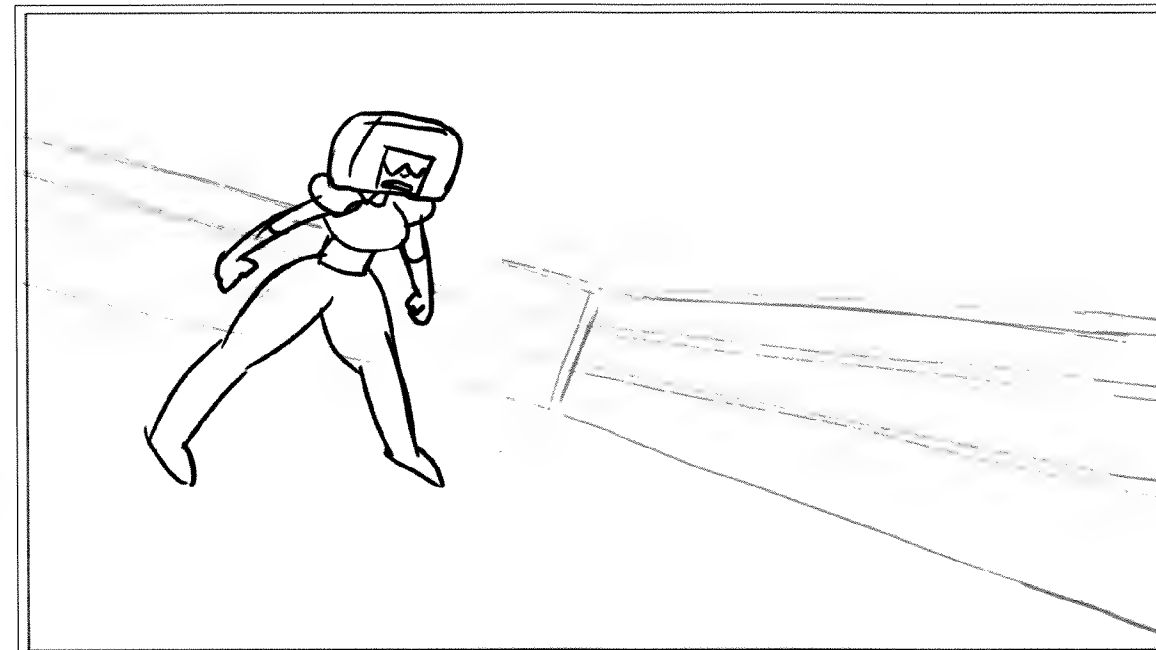
Scene	Panel
197	CONT 4



Action Notes
Garnet lands and slides back to a stop.

Slugging
0.05

Scene	Panel
197	CONT 5



Slugging
0.09

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1020.011

1020.011

1020.011

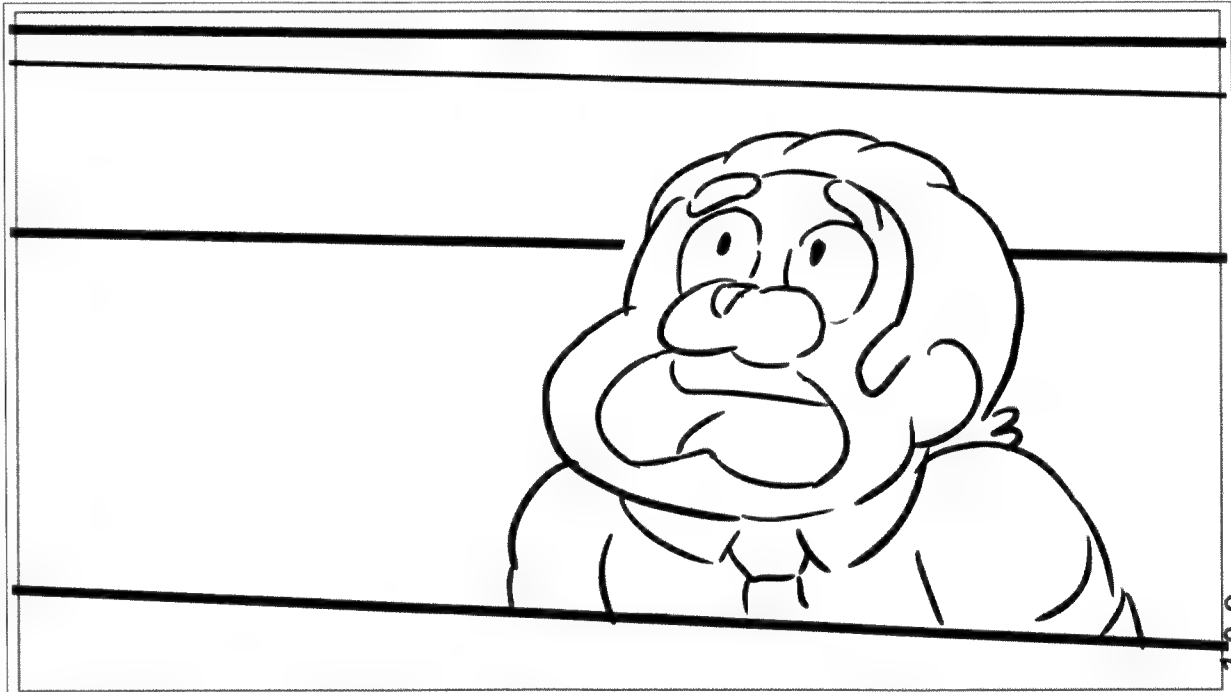
Scene	Panel
198	1



Slugging
0.15



Scene	Panel
199	1



Dialog
STEVEN: GASP!

Slugging
1.00

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1020.011

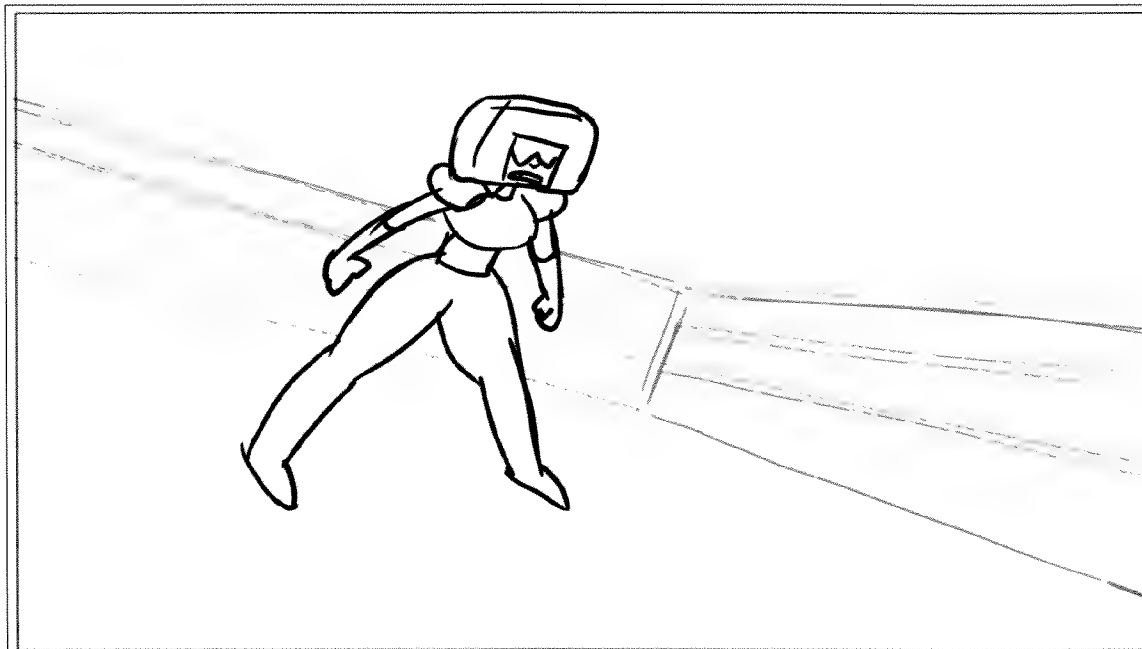
1020.011

Scene	Panel
200	1



Slugging
1.02

Scene	Panel
201	1



Slugging
0.14

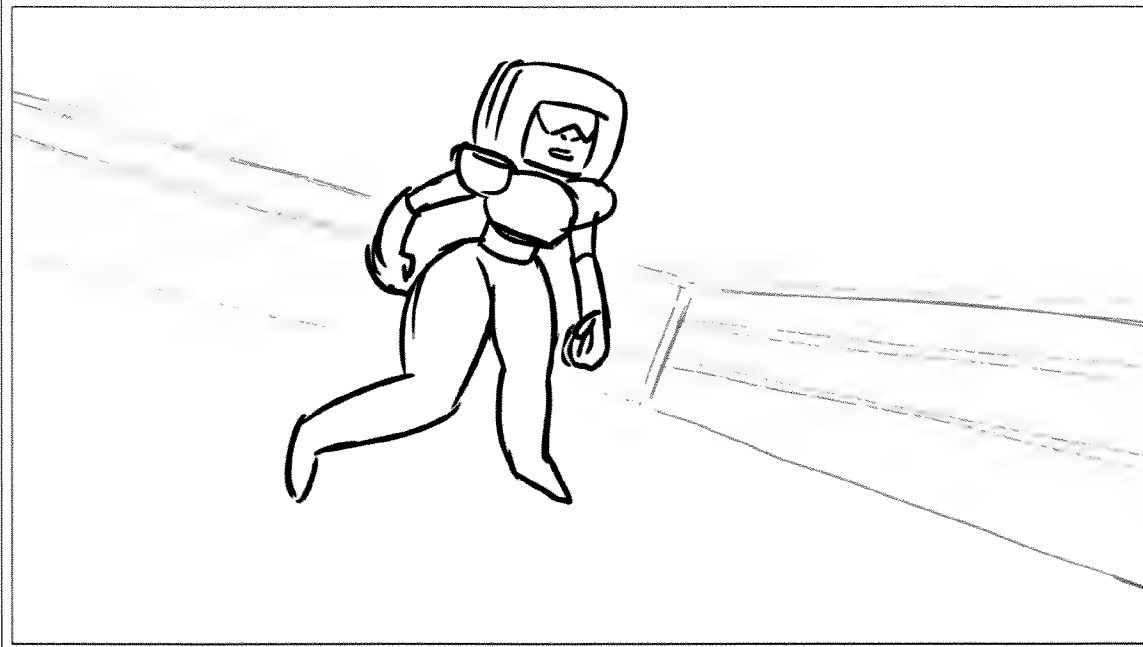
JUL 09 2013

1020.011

1020.011

1020.011

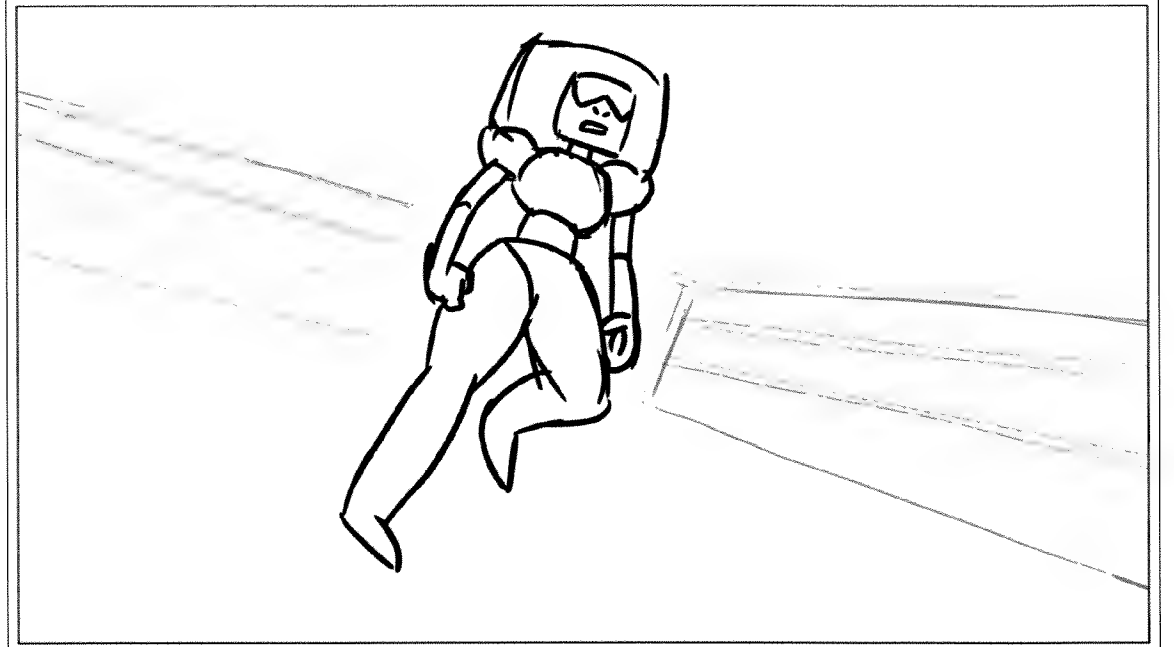
Scene	Panel
201	CONT 2



Dialog
GARNET: DON'T DO THIS.

Slugging
0.09

Scene	Panel
201	CONT 3



Action Notes
Garnet walks forward towards Amethyst O/S

Slugging
1.00

JUL 09 2013

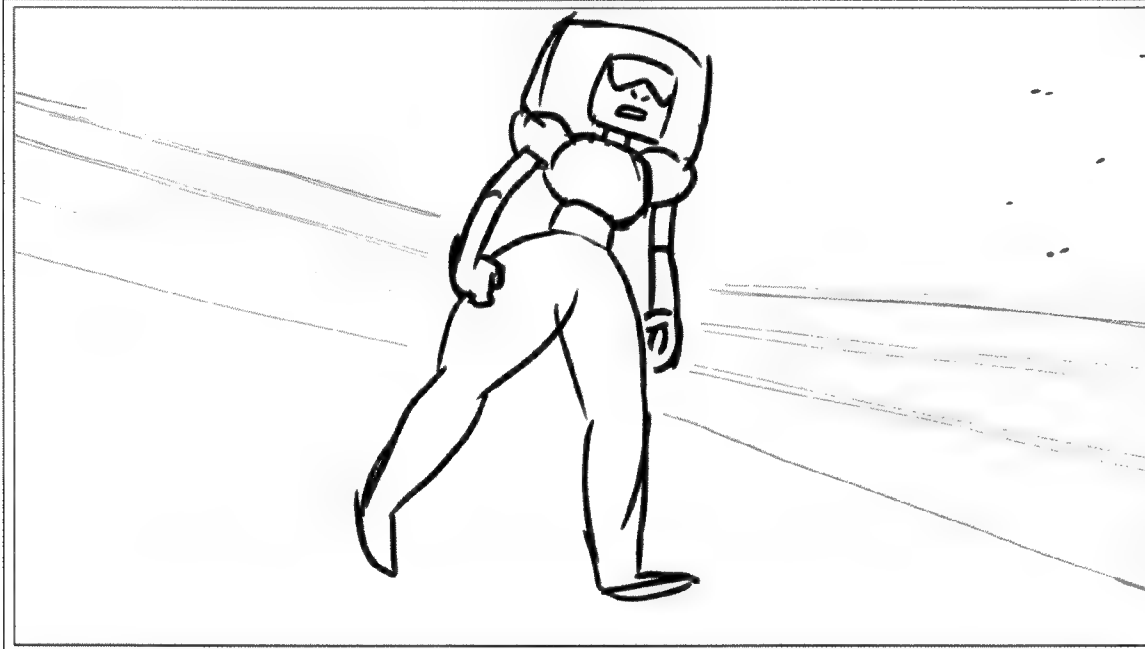
1020.011

1020.011

1020.011

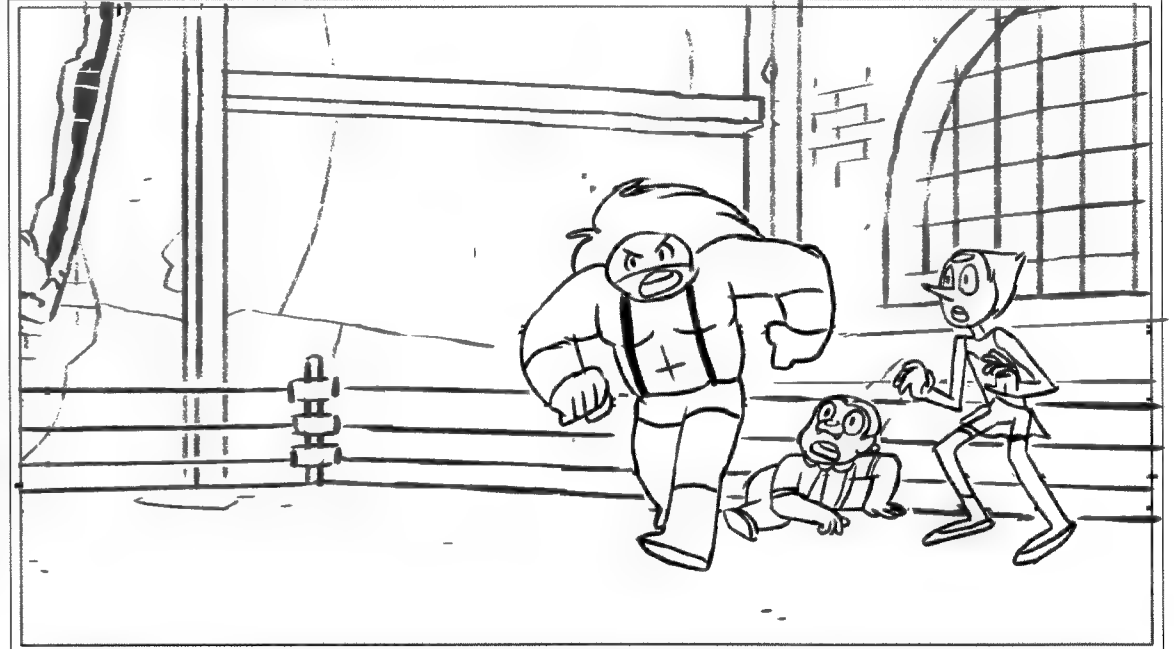
Scene	Panel
201	4

CONT



Slugging
0.14

Scene	Panel
202	1



Action Notes
Amethyst walks forward towards Garnet.

Slugging
0.06

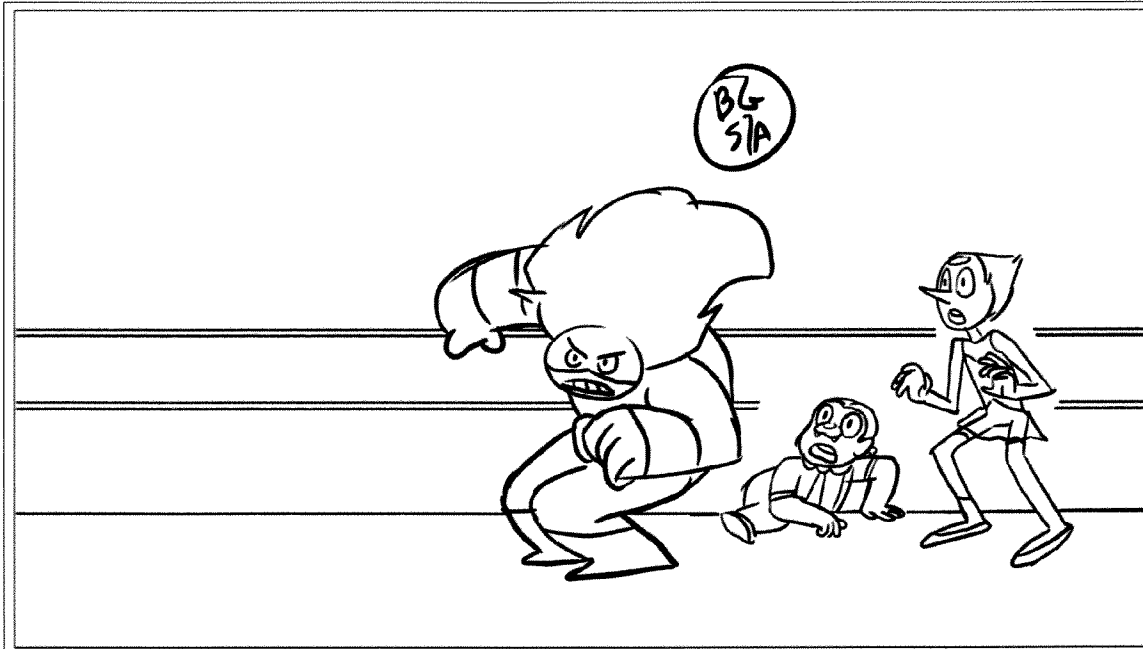
JUL 09 2013

1020.011

1020.011

1020.011

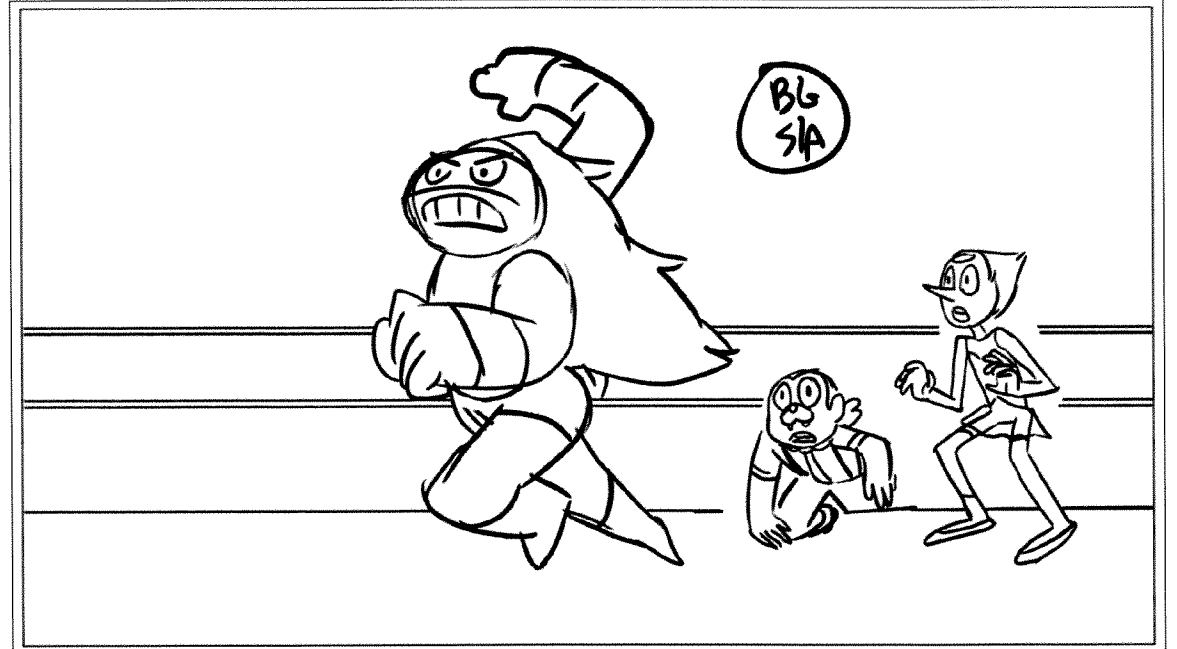
Scene	Panel
202	2
CONT	



Action Notes
Amethyst antics to jump.

Slugging
0.08

Scene	Panel
202	3
CONT	



Slugging
0.02

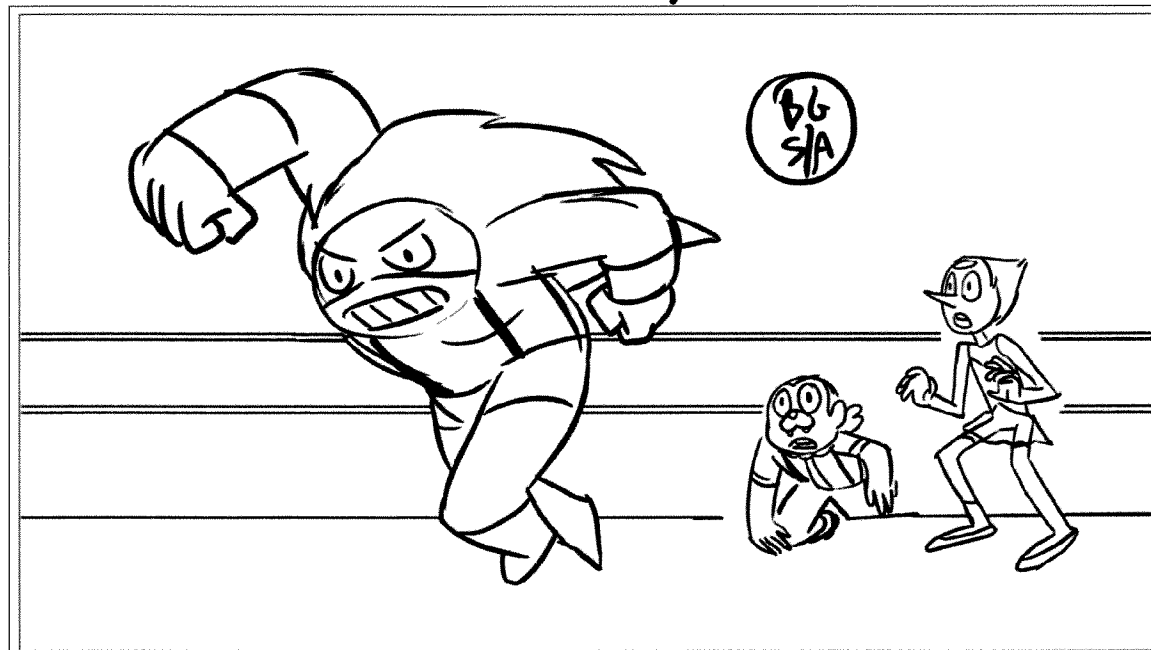
JUL 09 2013

1020.011

1020.011

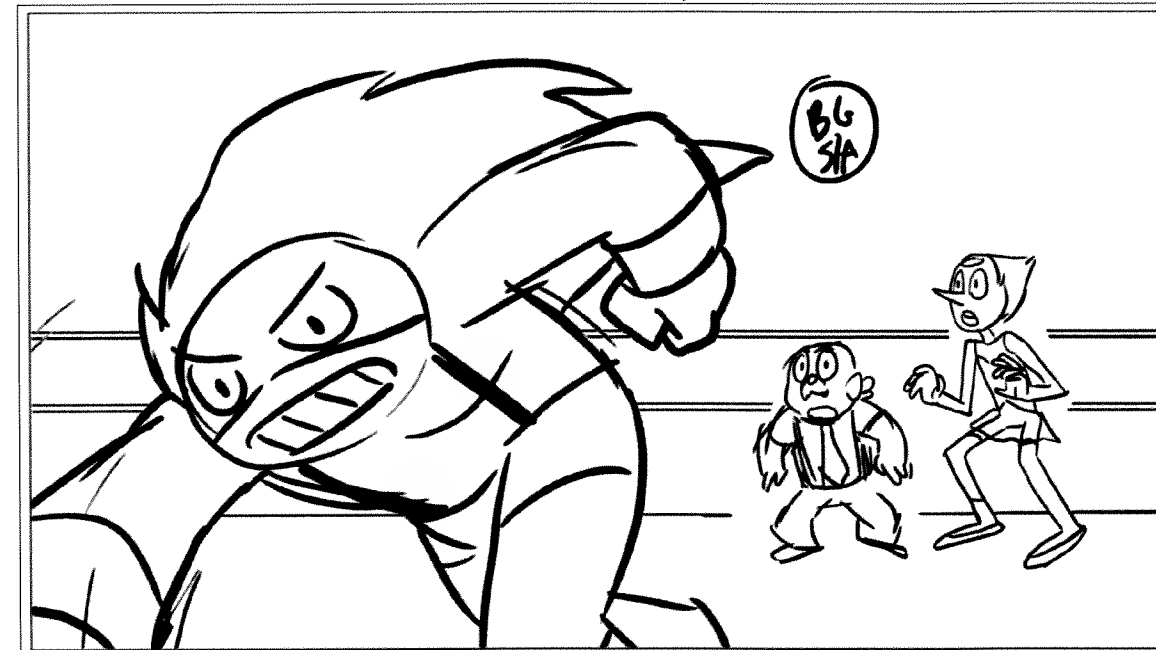
1020.011

Scene 202 Panel 4
CONT



Slugging
0.02

Scene 202 Panel 5
CONT



Slugging
0.02

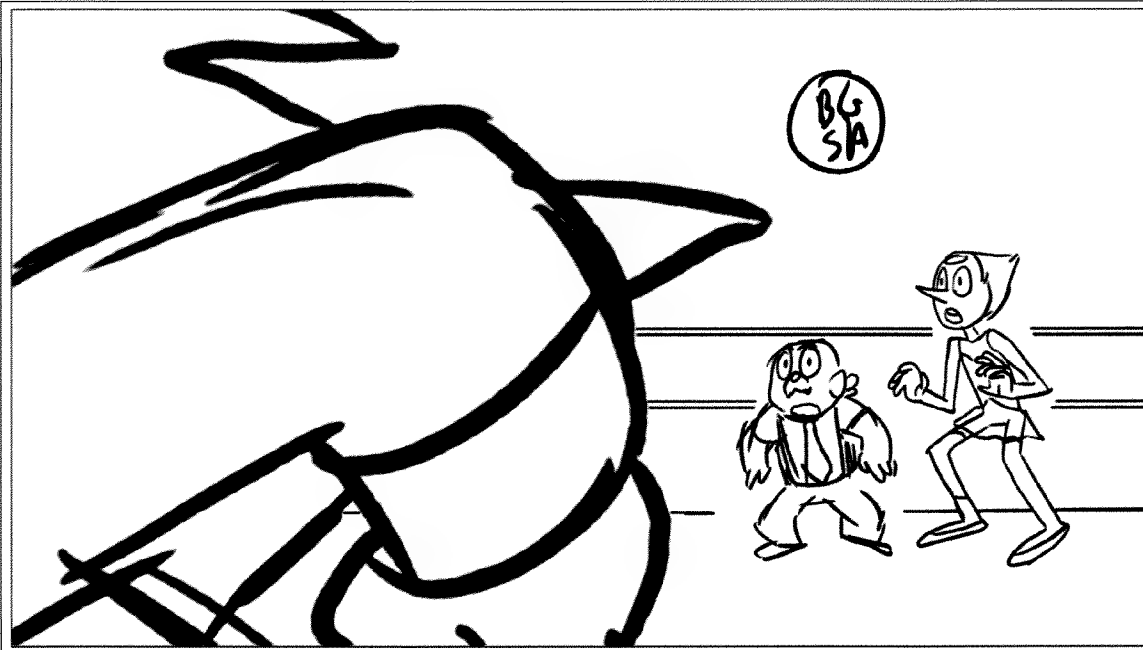
JUL 09 2013

1020-011

1020-011

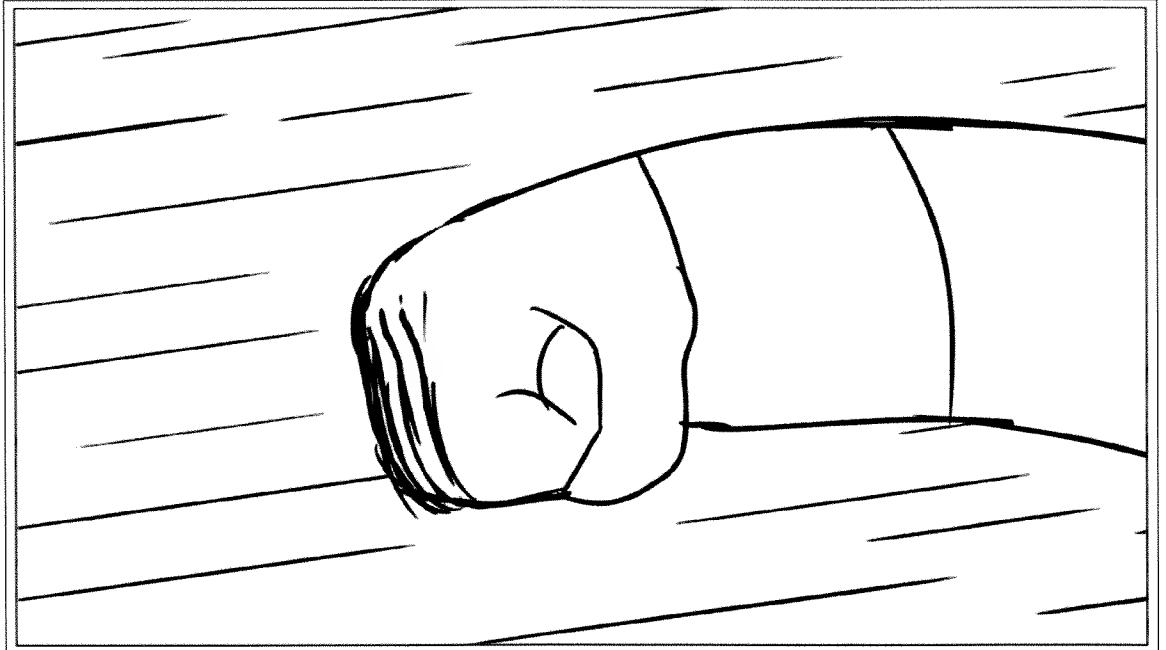
1020-011

Scene	Panel
202	CONT 6



Slugging
0.02

Scene	Panel
203	1



Action Notes
BG pans screen left to right.

Slugging
Panels 1 + 2 x 2 = 0.04
Total cycle frames: 0.08

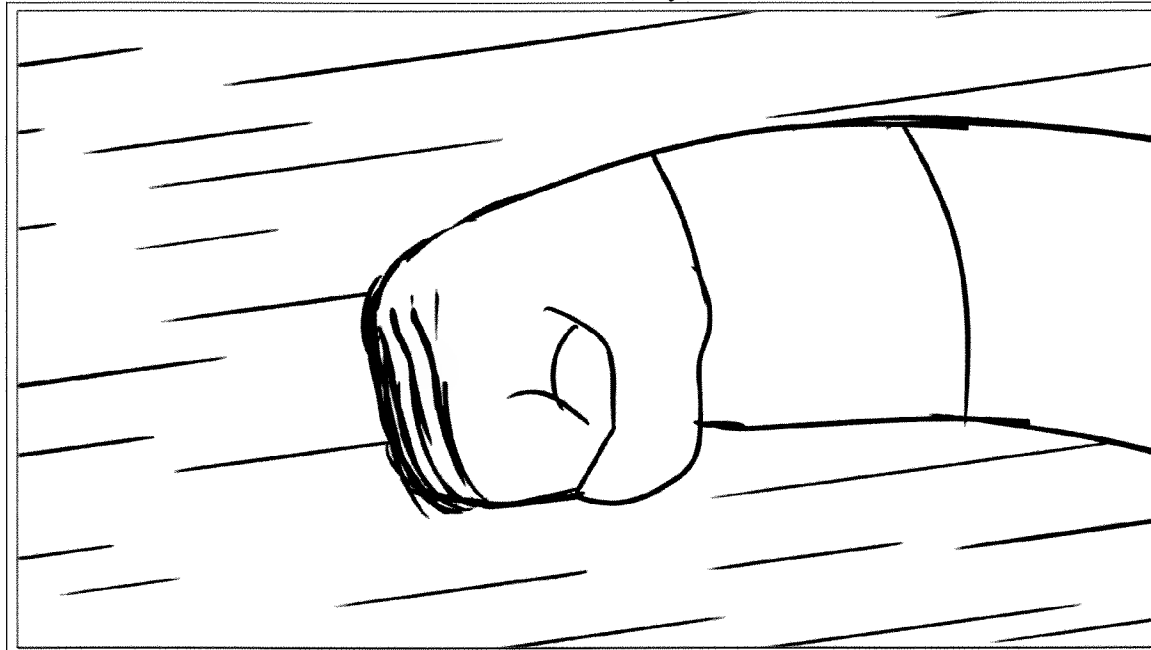
JUL 09 2011

1020.011

1020.011

1020.011

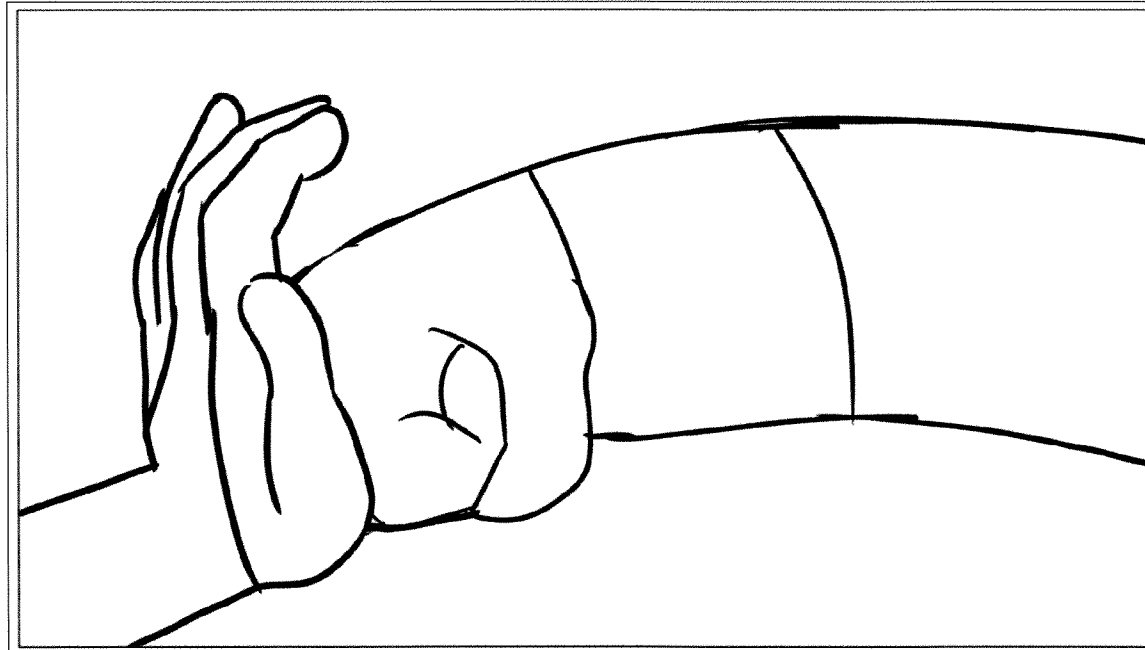
Scene	203	Panel	2
		<i>CONT</i>	



Action Notes

BG pans screen left to right.

Scene	203	Panel	3
		<i>CONT</i>	



Action Notes

Garnet hand IN screen left. Amethyst fist impacts Garnets hand.

BG stops

Slugging

0.02

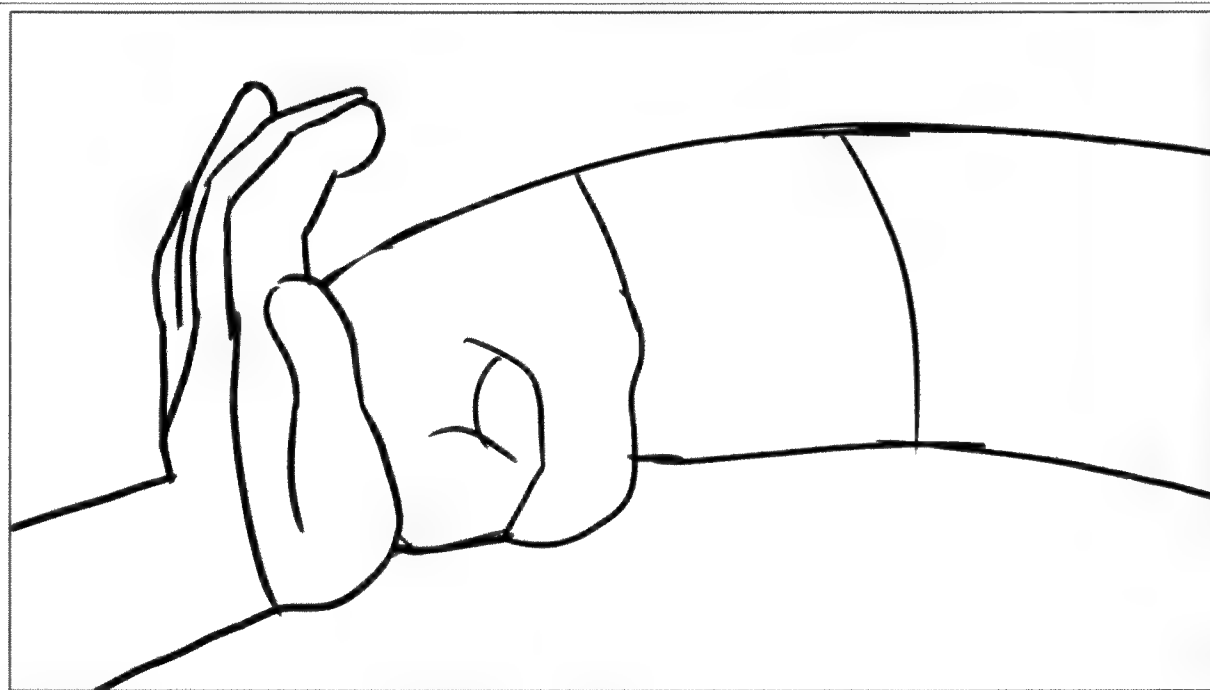
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1020.011

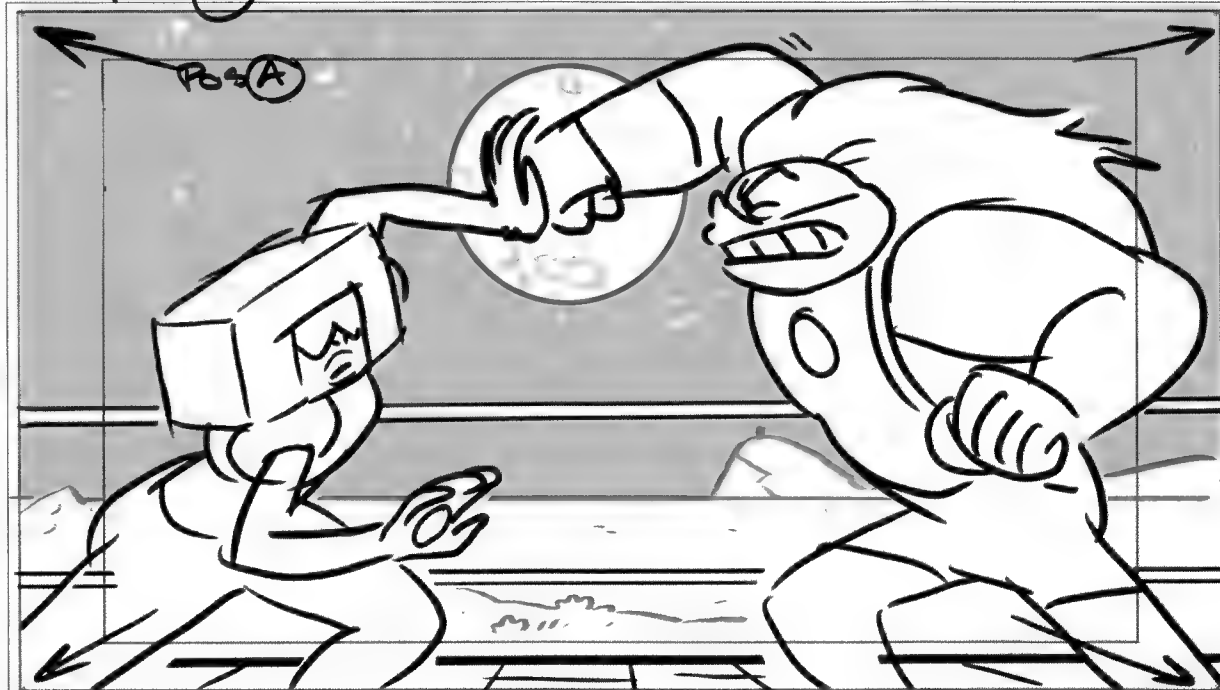
1020.011

Scene	Panel
203	CONT
	4



Slugging
0.13

Scene	Panel
204	
	1



Action Notes
Camera quick pull out.

Slugging
ADJ: 0.04
Then HOLD: 0.11

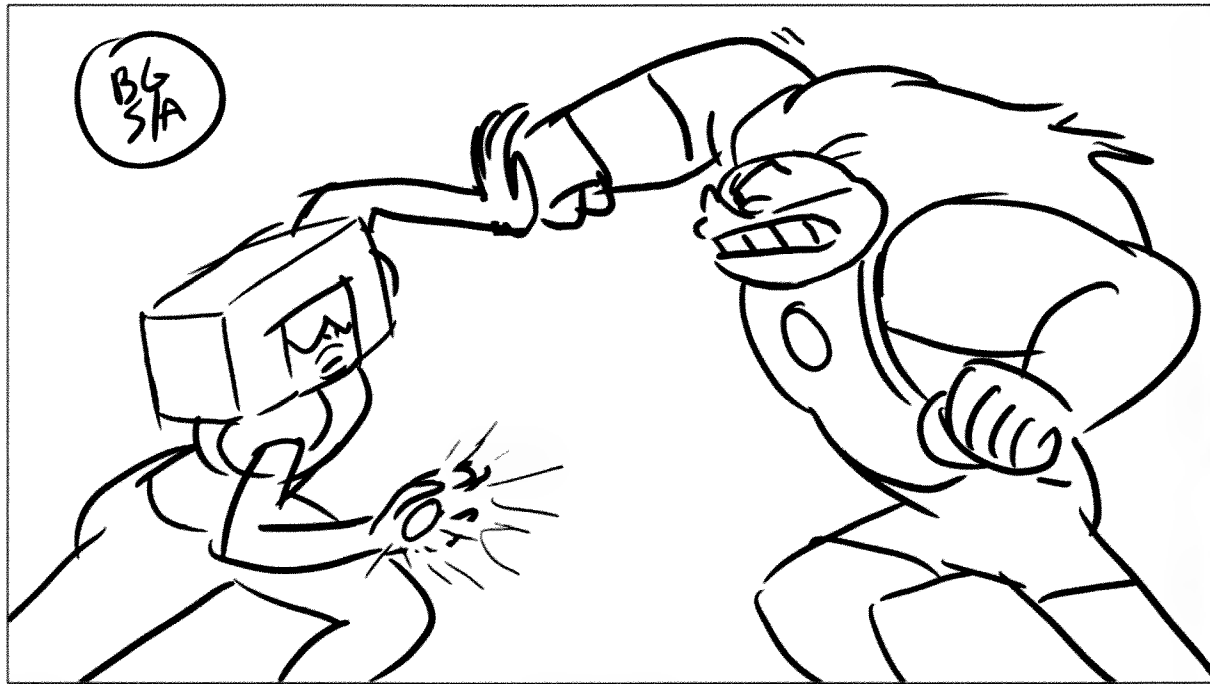
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1020.011

1020.011

1020.011

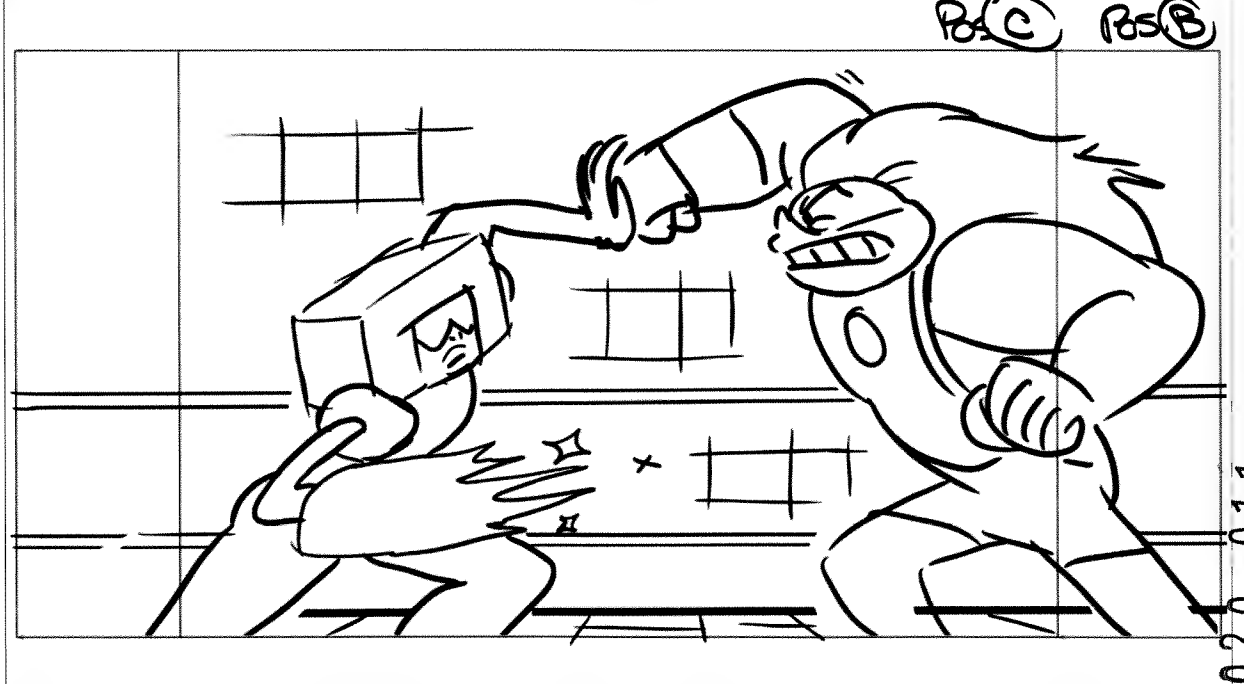
Scene 204 Panel 2
CONT



Action Notes
Garnet hand gem glows.

Slugging
0.12

Scene 204 Panel 3
CONT



Action Notes
Camera pans left to follow Garnets hand transformation.

Slugging
ADJ: 0.03

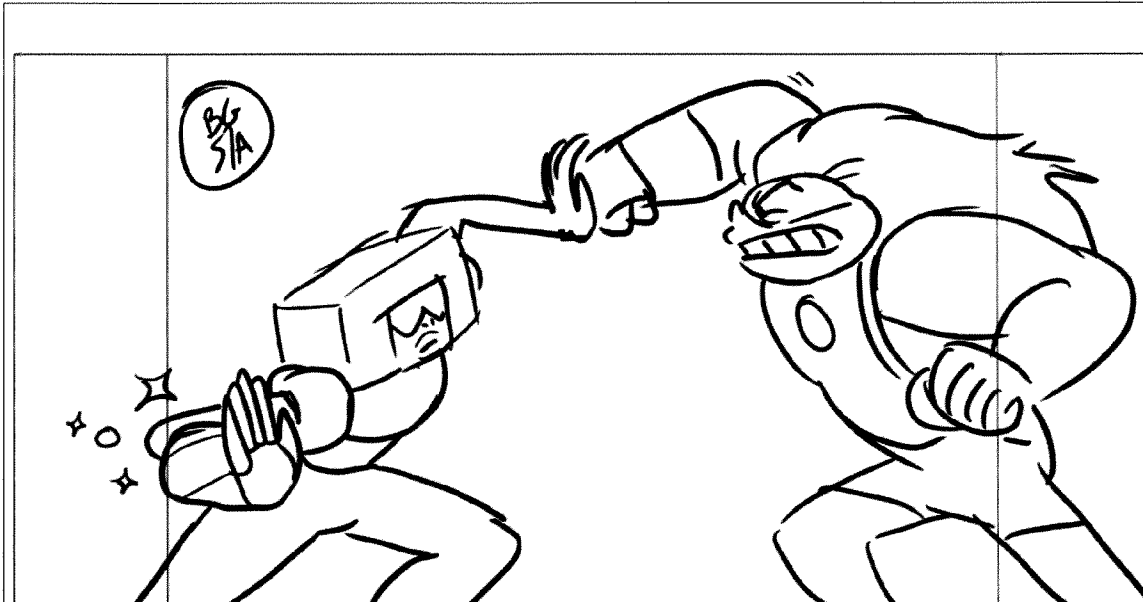
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1020.011

1020.011

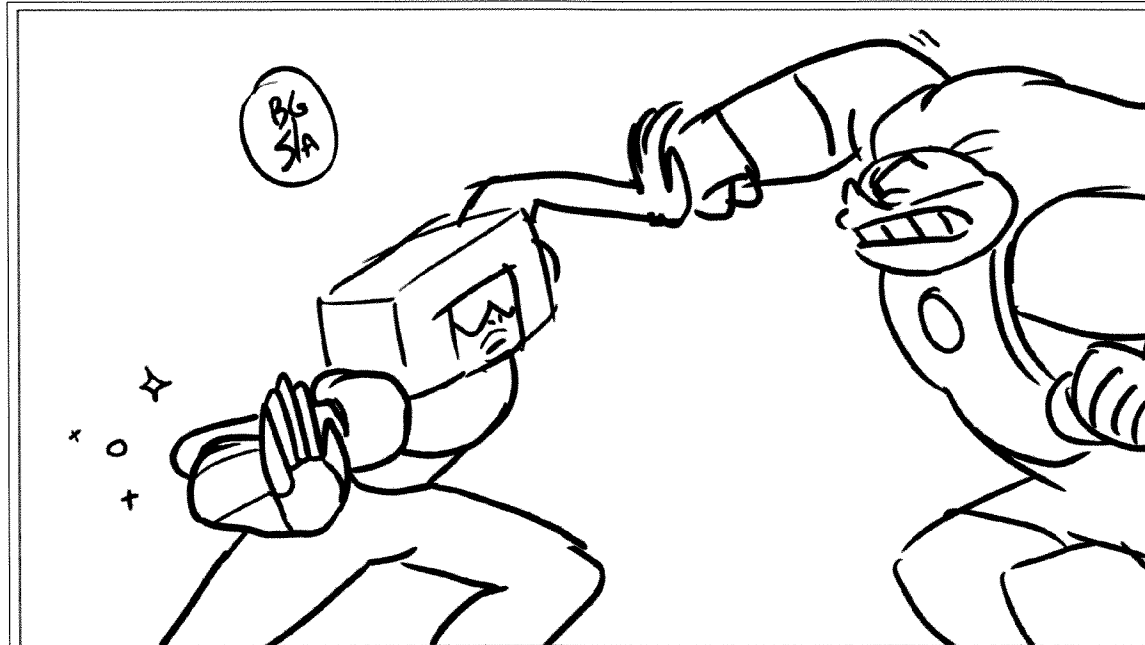
1020.011

Scene	Panel
204	<i>CONT</i>
	4



Slugging
 ADJ: 0.02
 Then HOLD: 0.03

Scene	Panel
204	<i>CONT</i>
	5



Slugging
 0.04

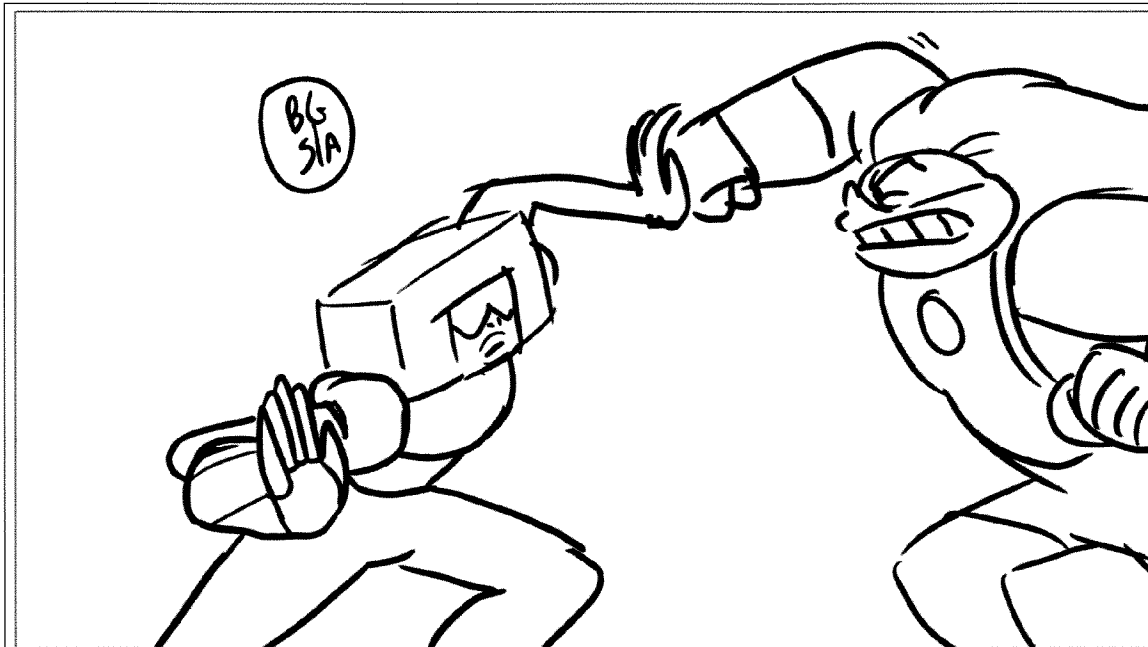
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1020.011

1020.011

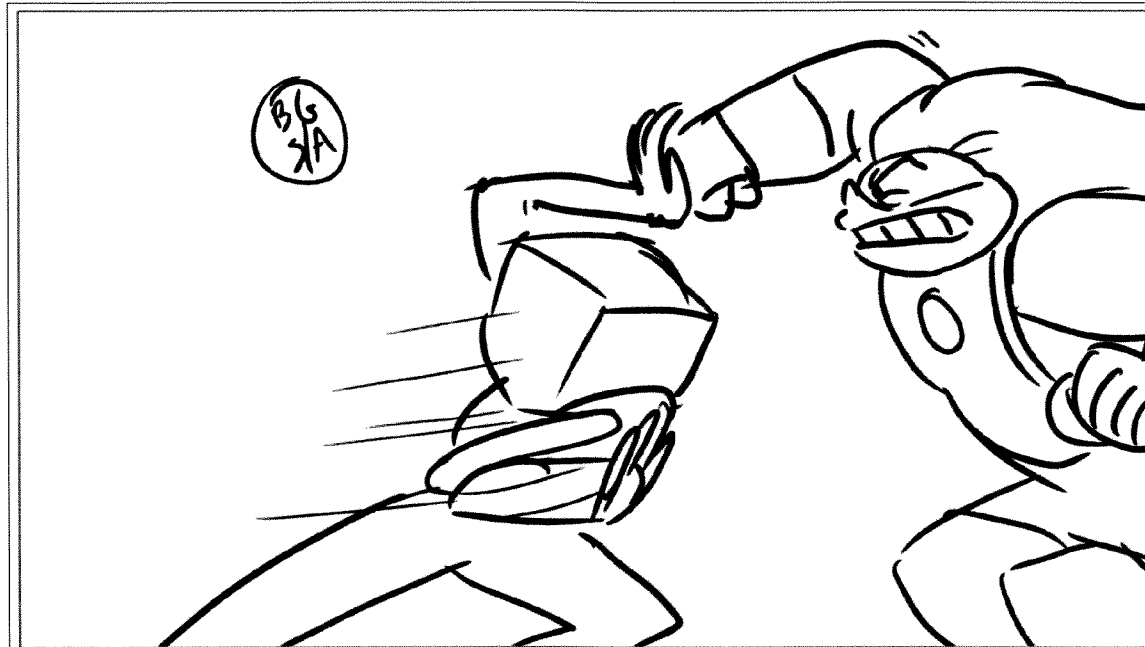
1020.011

Scene 204 Panel 6
CONT



Slugging
0.15

Scene 204 Panel 7
CONT



Slugging
0.02

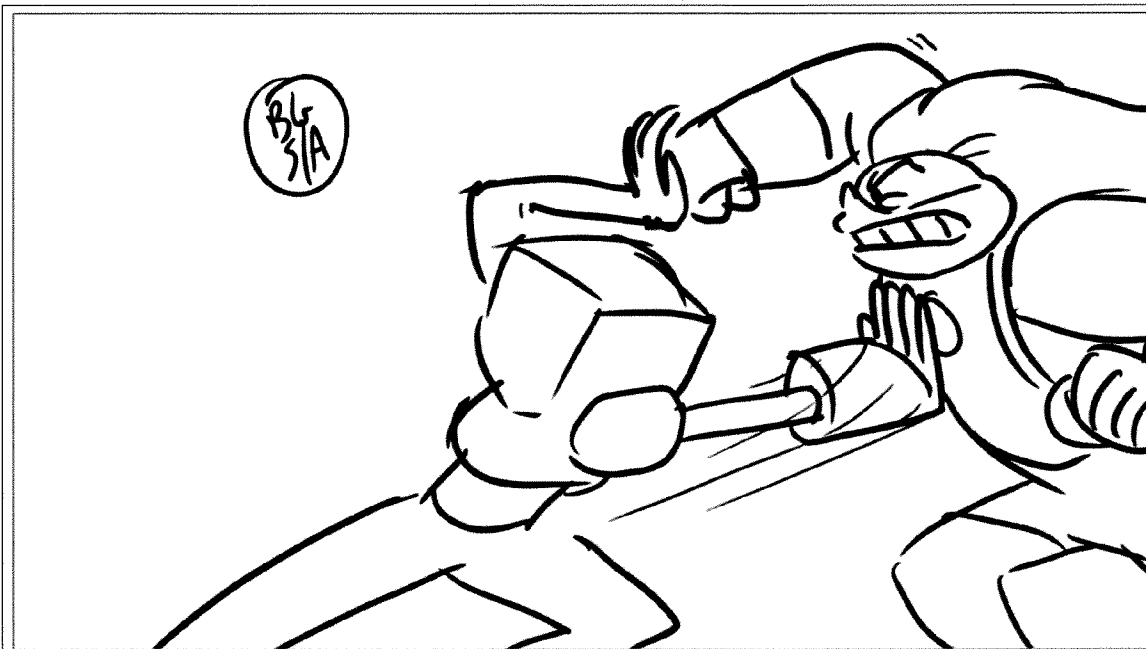
JUL 09 2013

1020.011

1020.011

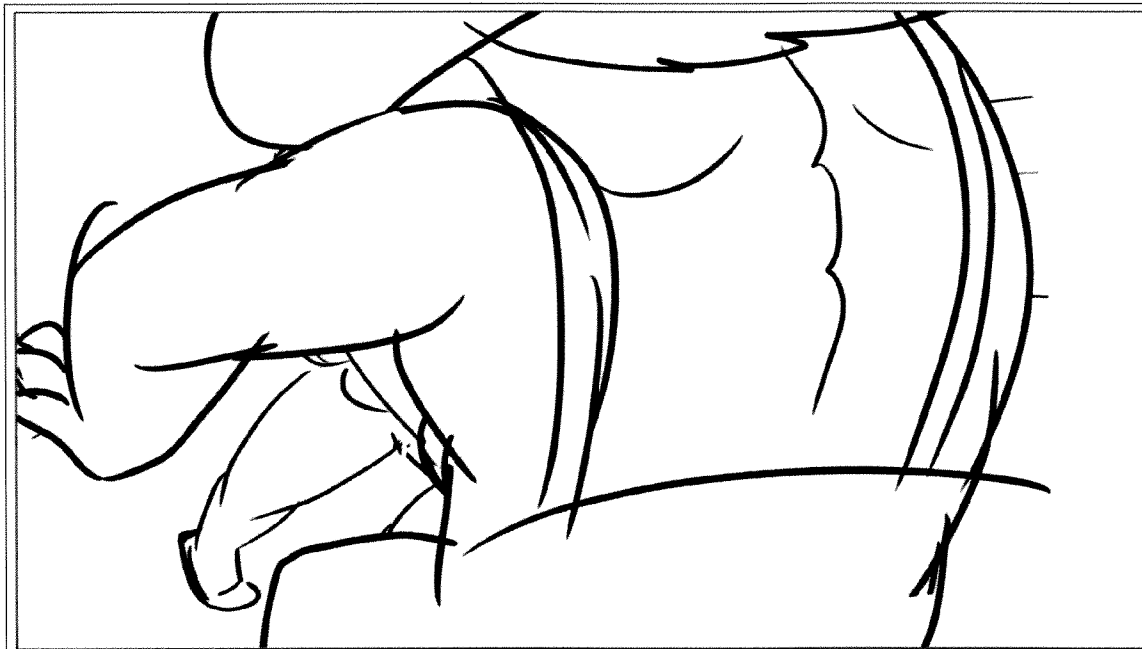
1020.011

Scene	Panel
204	cont
	8



Slugging
0.02

Scene	Panel
205	
	1



Slugging
0.02

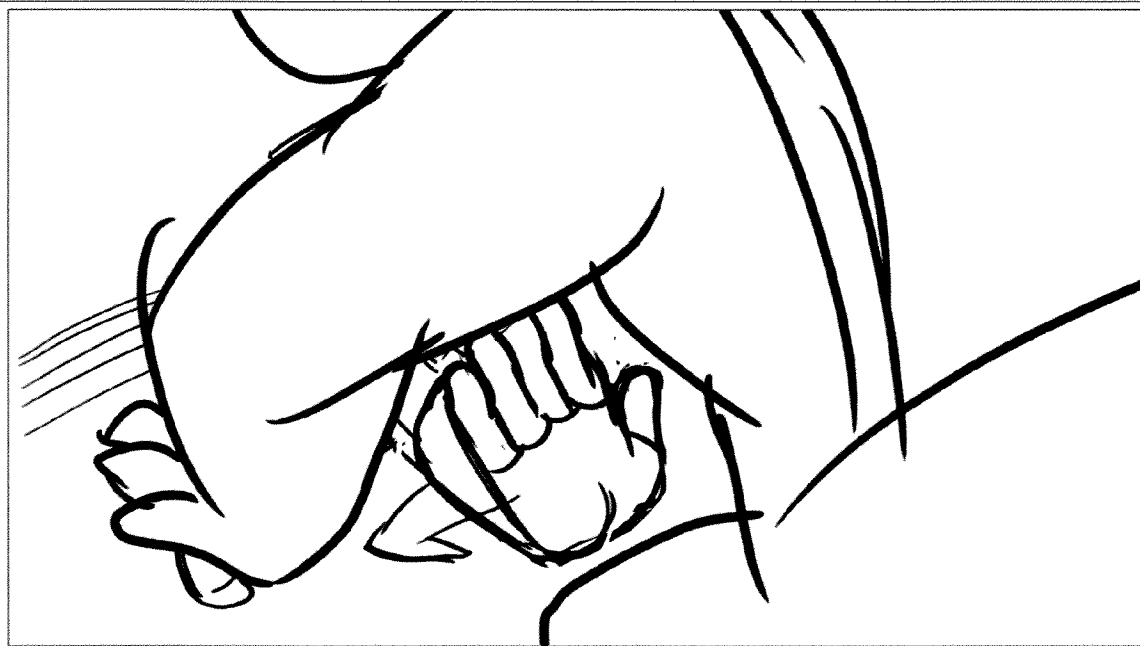
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1020.011

1020.011

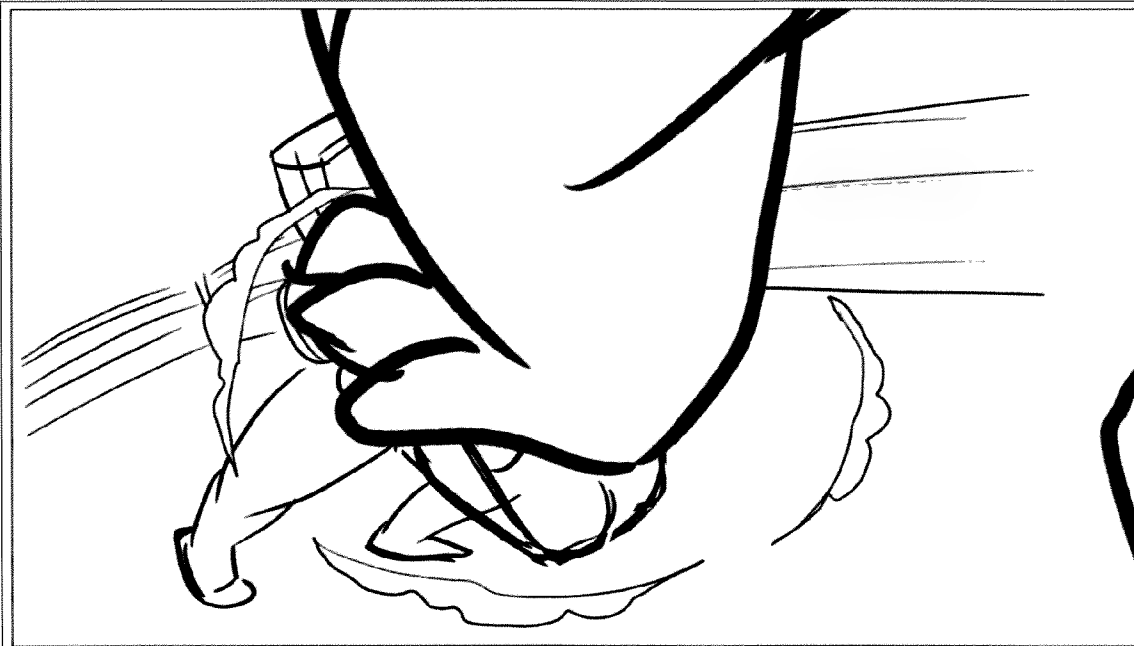
Scene	Panel
205	<i>CONT</i> 2



Action Notes
Amethyst flies OUT of screen right.

Slugging
0.02

Scene	Panel
205	<i>CONT</i> 3



Slugging
0.02

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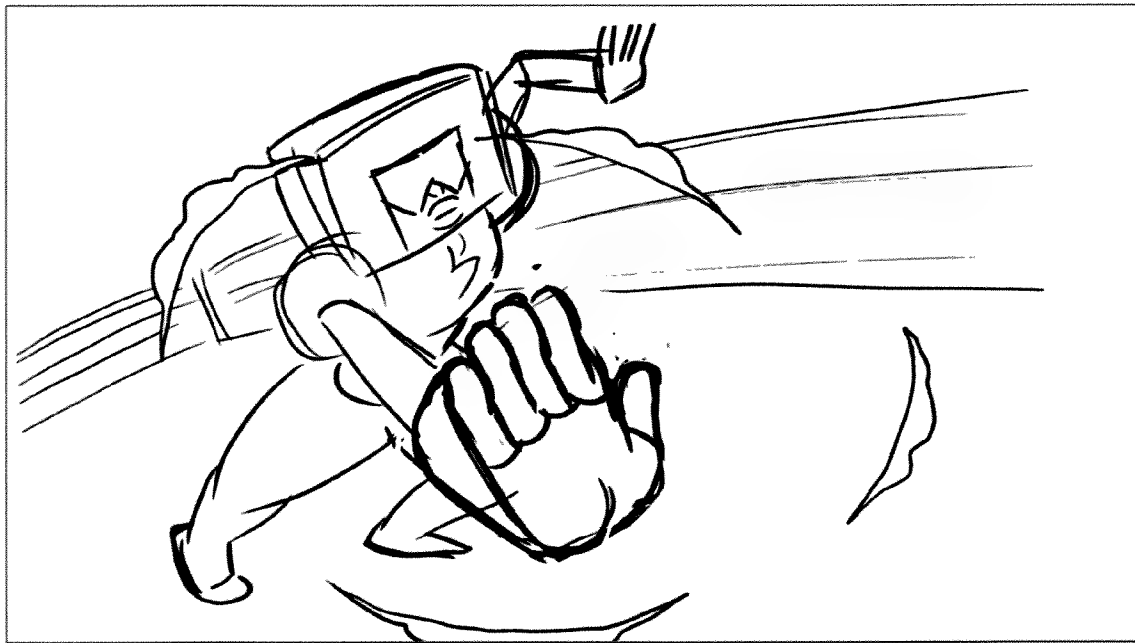
1020.011

1020.011

1020.011

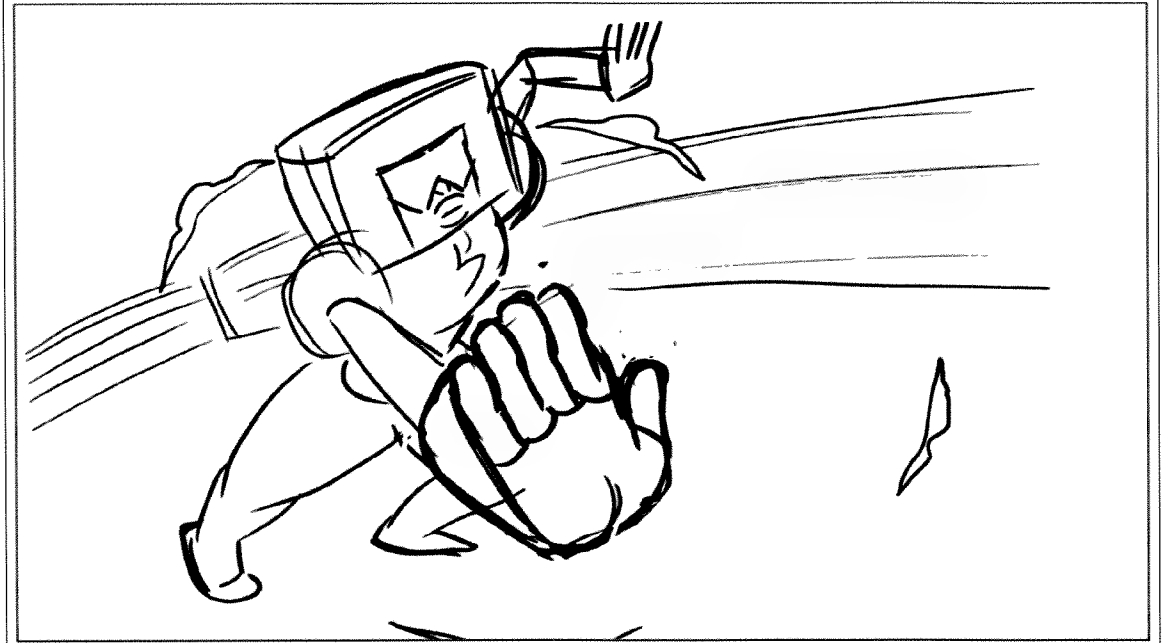


Scene	Panel
205	4



Slugging
0.02

Scene	Panel
205	5



Slugging
0.02

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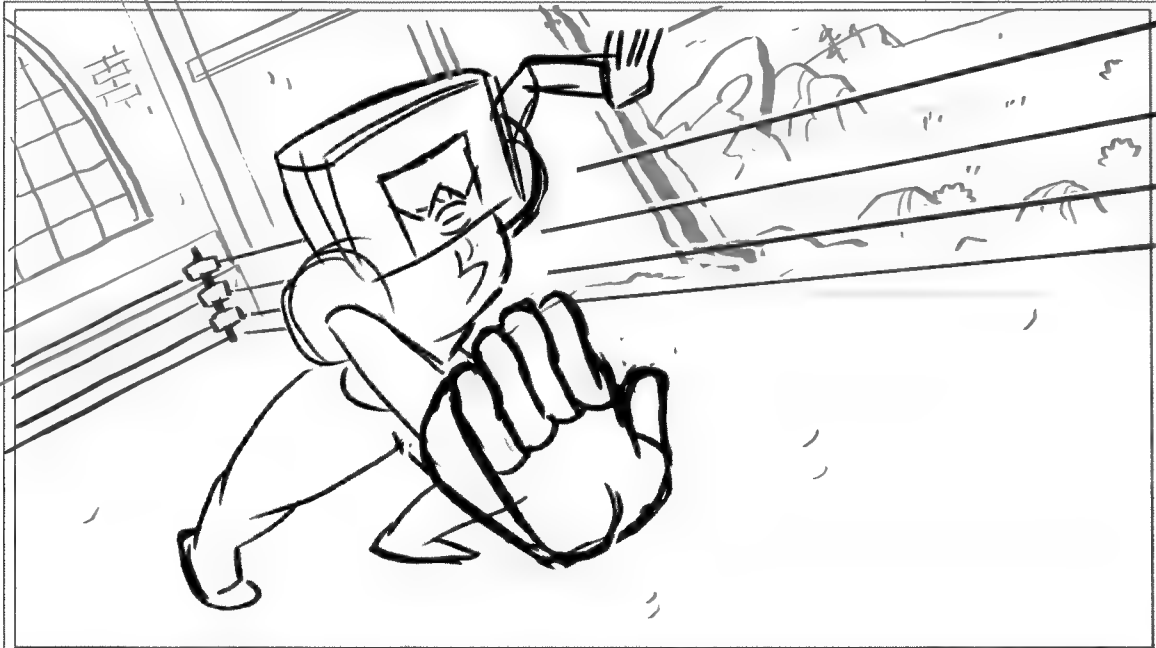
1020.011

1020.011

1020.011

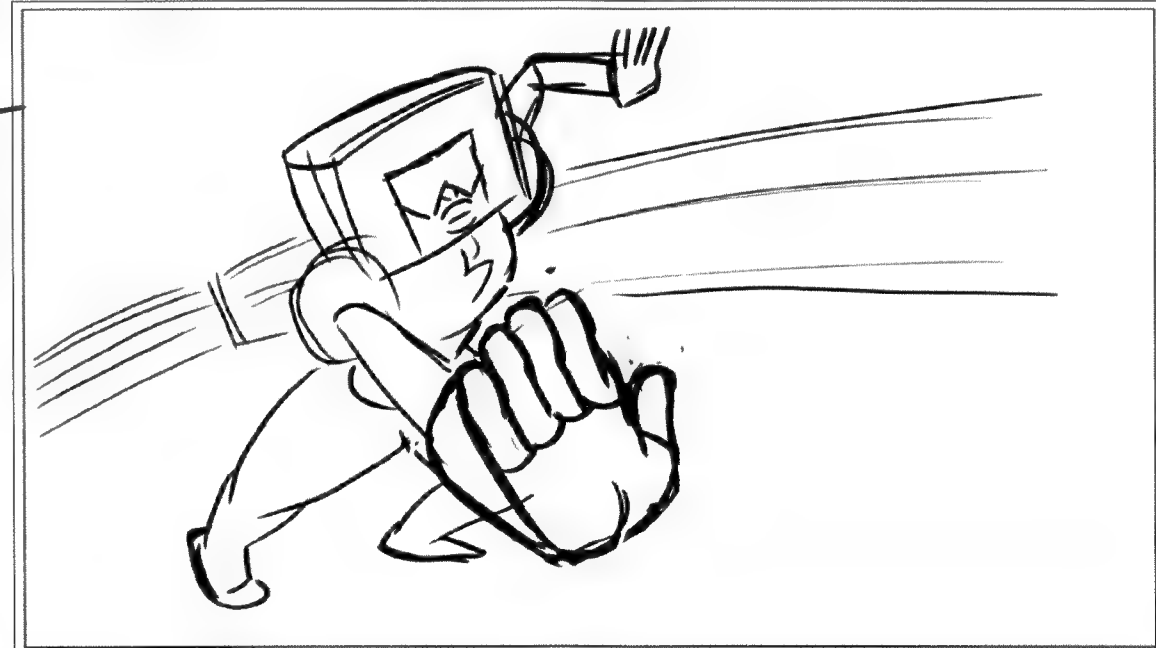


Scene 205 Panel 6
CONT



Slugging
0.02

Scene 205 Panel 7
CONT



Slugging
0.04

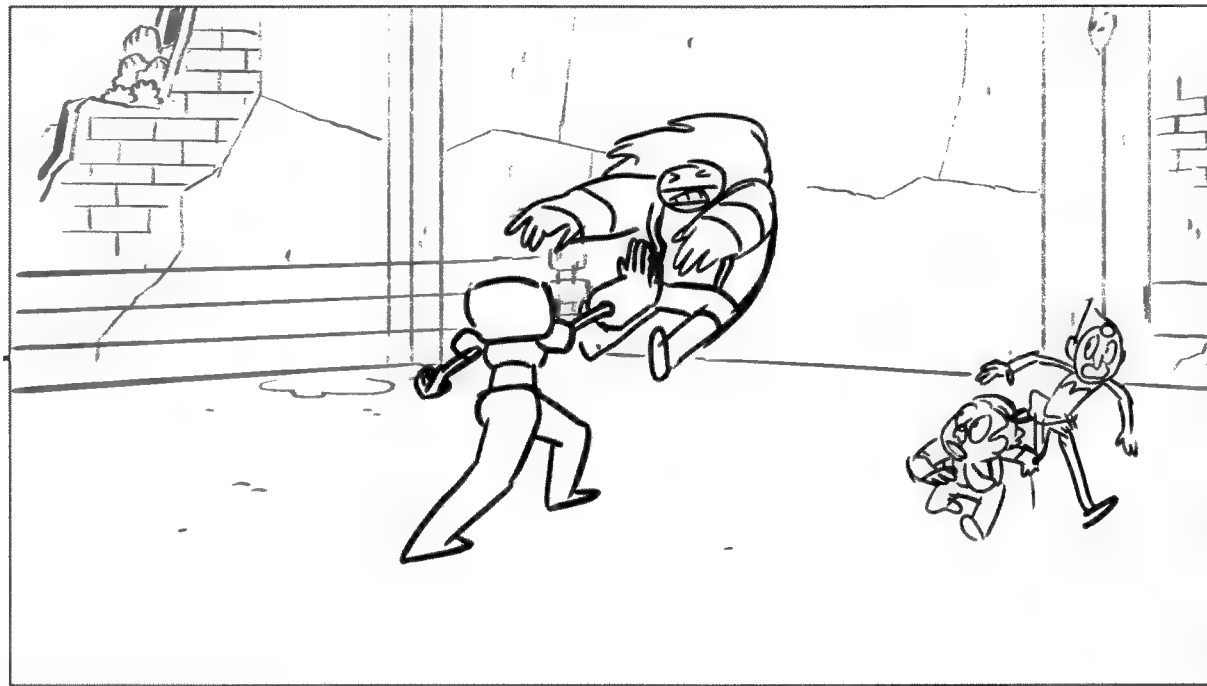
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1020.011

1020.011

Scene	Panel
206	1



Action Notes

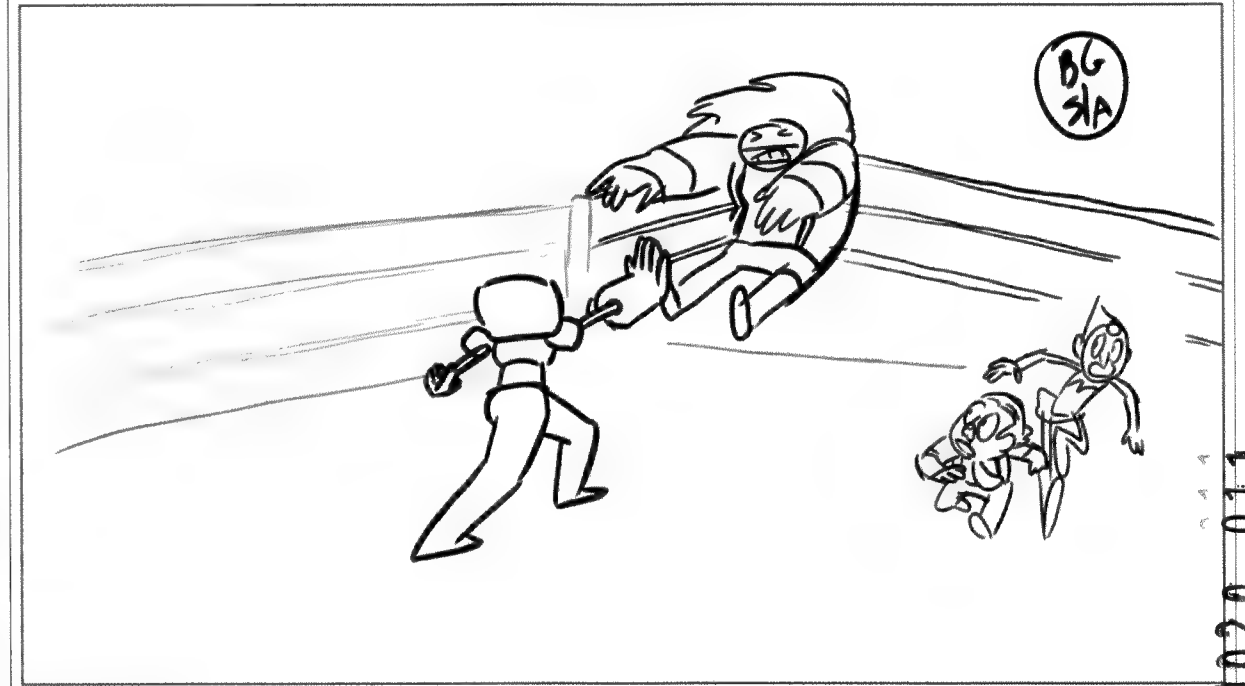
Pearl and Steven run forwards.

Slugging

0.02

Scene	Panel
206	2

cont



Slugging

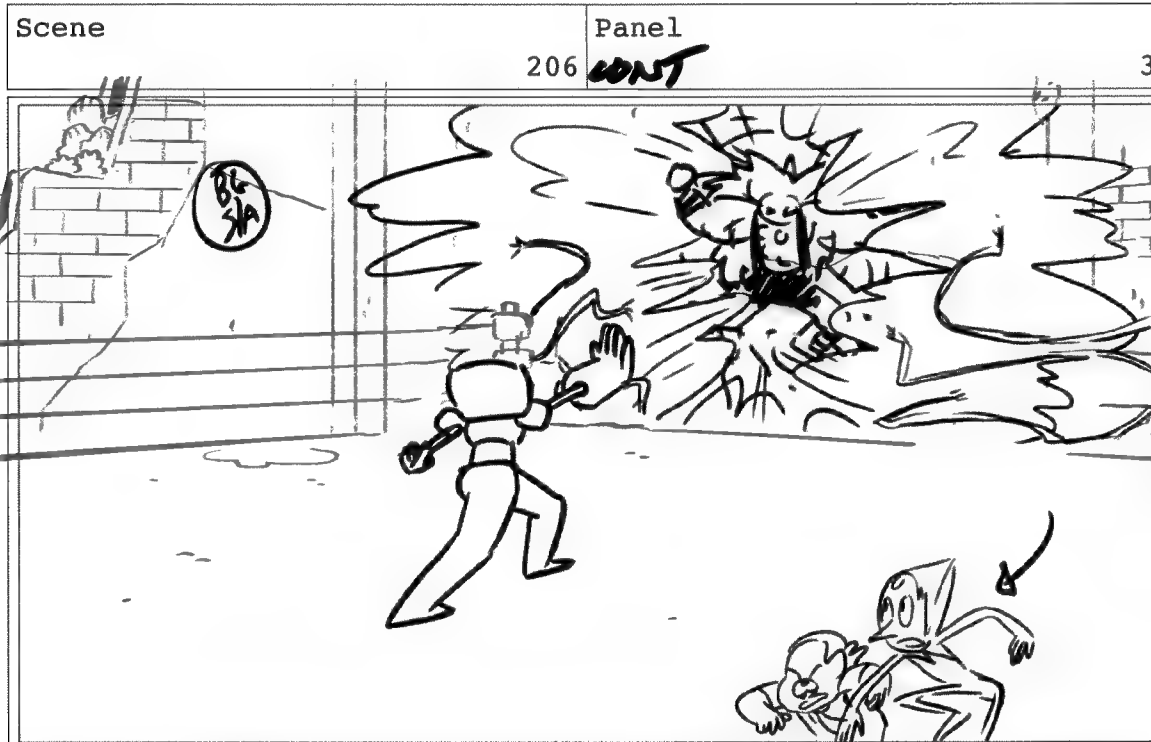
0.03

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1020-011



Action Notes
Amethyst slams into the back wall breaking the rope boundaries of the rings

Slugging
0.03



Action Notes
Pearl and Steven run OUT of the scene.

Slugging
1.03

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1020.011

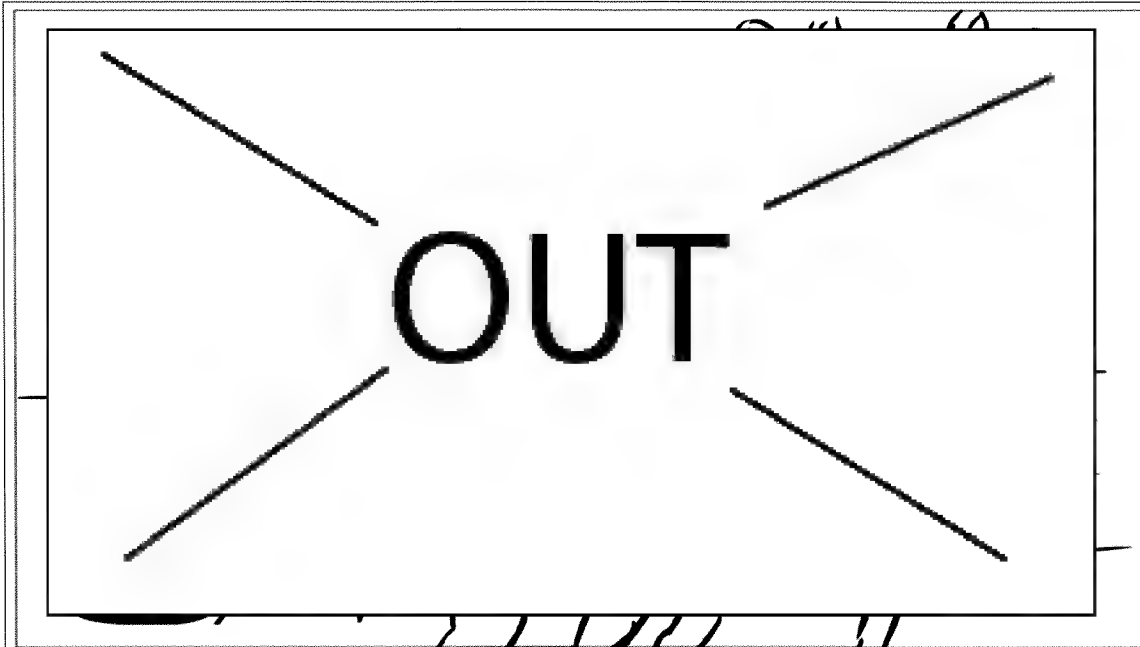
1020.011

Scene	Panel
206	5



Slugging
0.06

Scene	Panel
207	1



Action Notes
Debris and clouds fly out.

Slugging
Panels 1 +2 = 1.10

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1020.011

1020.011

Scene	Duration	Panel	Duration
207	02:00	1	01:00



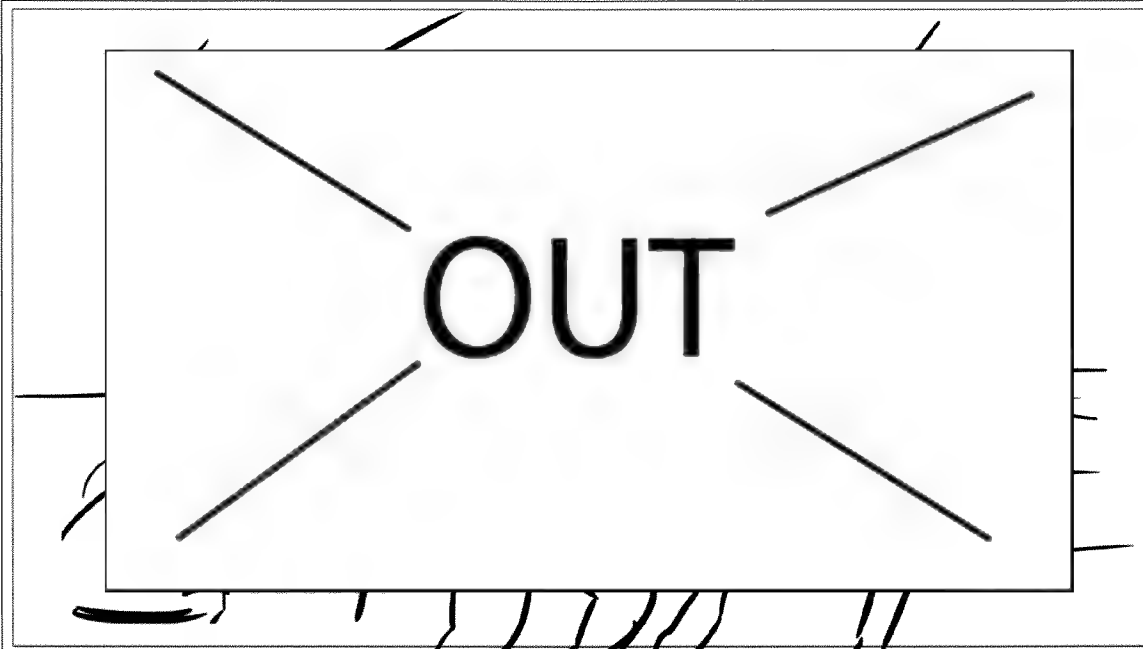
Action Notes
Debris and clouds fly out.

Scene	Duration	Panel	Duration
207	02:00	2	01:00



Action Notes
Debris and clouds fly out.

Scene	Panel
207	2



Action Notes
Debris and clouds fly out.

Scene	Panel
208	1



Action Notes
Debris and clouds fly out.

Slugging
1.04

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1020.011

1020.011

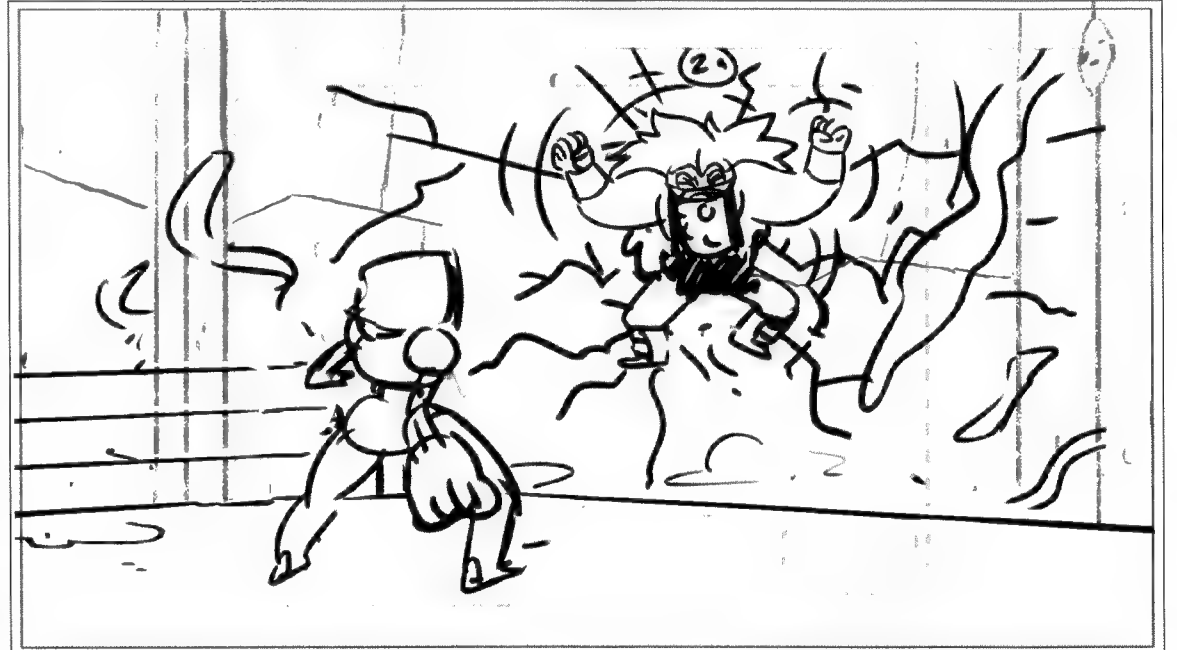


Scene	Panel
209	1



Slugging
1.00

Scene	Panel
209	2



Slugging
1.03

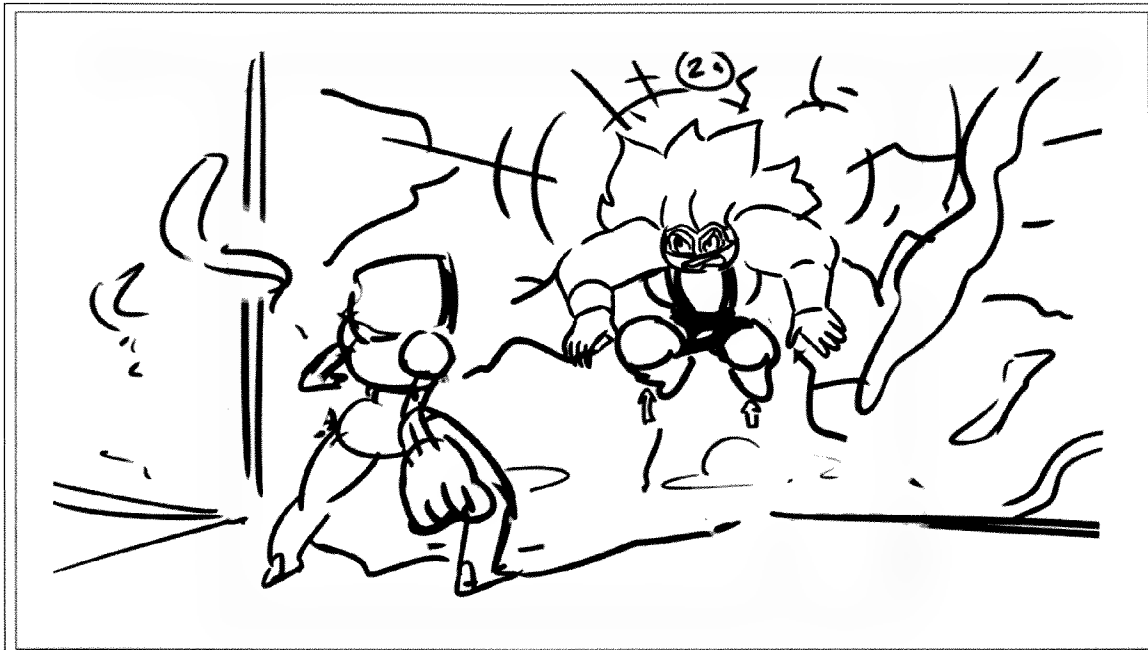
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1020.011

1020.011

1020.011

Scene	Panel
209	cont 3



Action Notes
Amethyst prepares to jump.

Slugging
0.06

Scene	Panel
209	cont 4



Action Notes
Amethyst jumps at Garnet.

Slugging
0.02

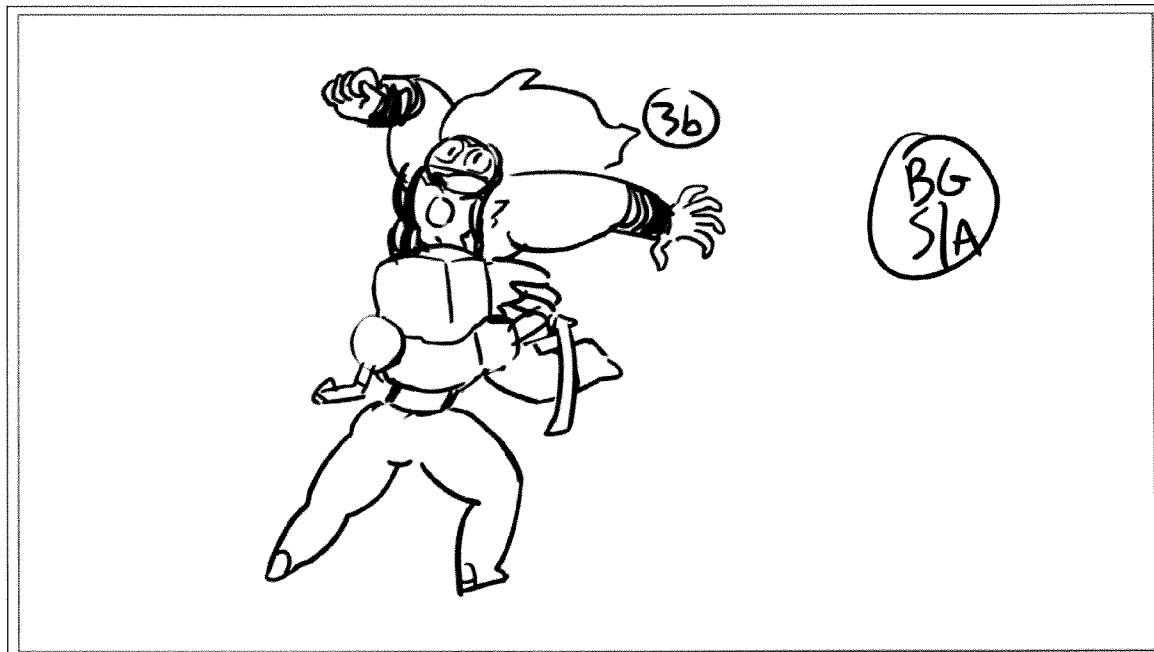
JUL 09 2013

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1020-011

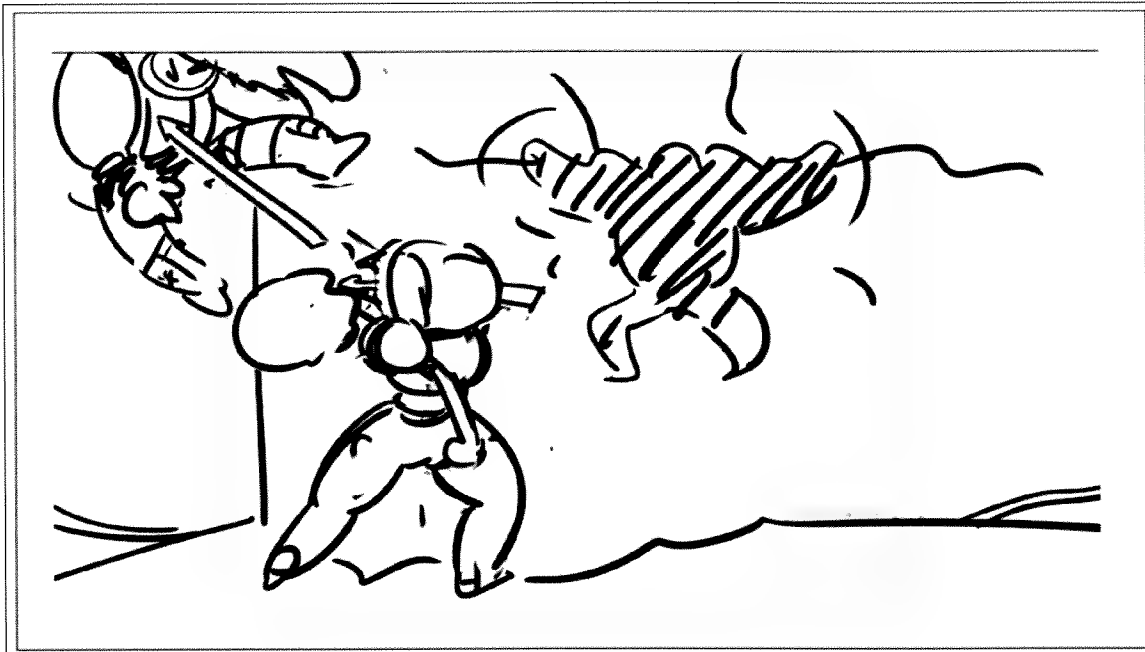
Scene 209 Panel 5
CONT



Action Notes
Garnet swings and hits Amethyst.

Slugging
0.03

Scene 209 Panel 6
CONT



Action Notes
Garnet knocks Amethyst OUT screen left.

Slugging
0.04

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1020.011

1020.011



Scene	Panel
209	<i>CONT</i>
7	



Slugging
0.15

Scene	Panel
209	<i>CONT</i>
8	



Action Notes
Amethyst Jumps back IN screen left. Garnet dodges Amethyst attack by stepping back.

Slugging
0.06

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1020.011

1020.011

Scene	Panel	
209	<i>cont</i>	9



Slugging
0.13

Scene	Panel	
209	<i>cont</i>	10



Action Notes
Amethyst grabs Garnet.

Slugging
0.04

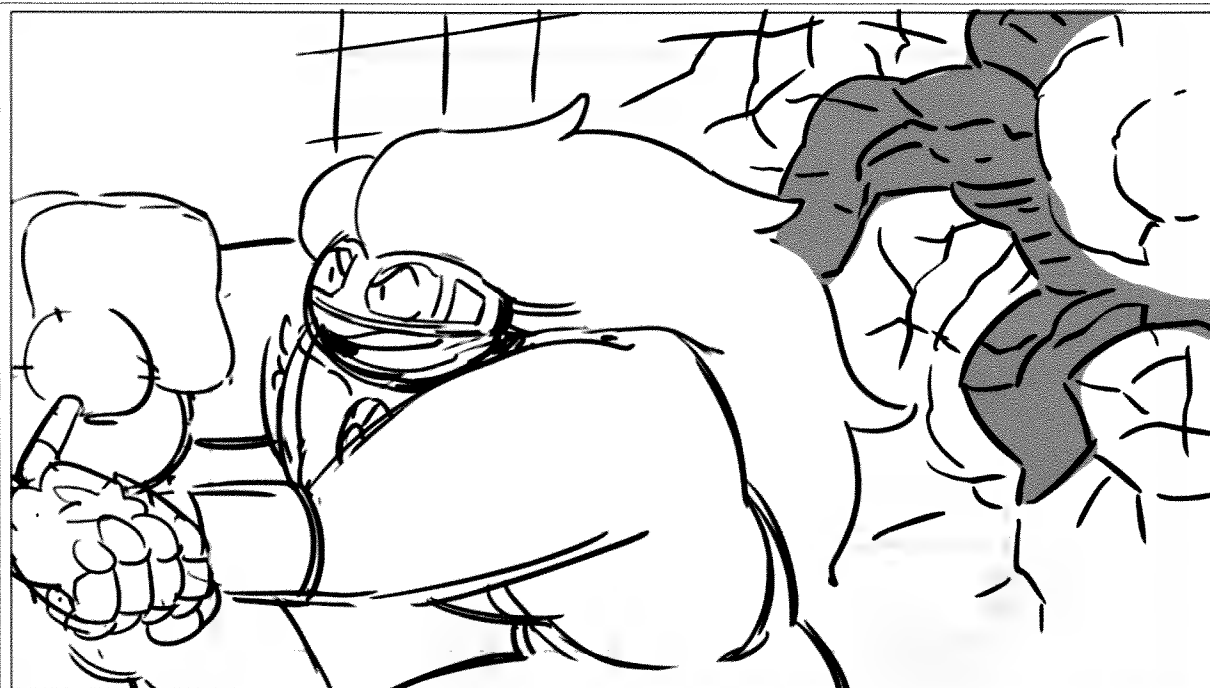
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1020.011

1020.011

Scene 210 Panel 1



Slugging
0.04

Scene 210 Panel 2



Action Notes
Amethyst resists Garnet pushing her.

Slugging
0.14

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1020.011

1020.011

Scene	Panel
211	1



Dialog

STEVEN: GUYS STOP!

ALT: NO!

Slugging

1.15

Scene	Panel
212	1



Action Notes

Amethyst resists Garnet pushing her.

Slugging

0.10

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1020.011

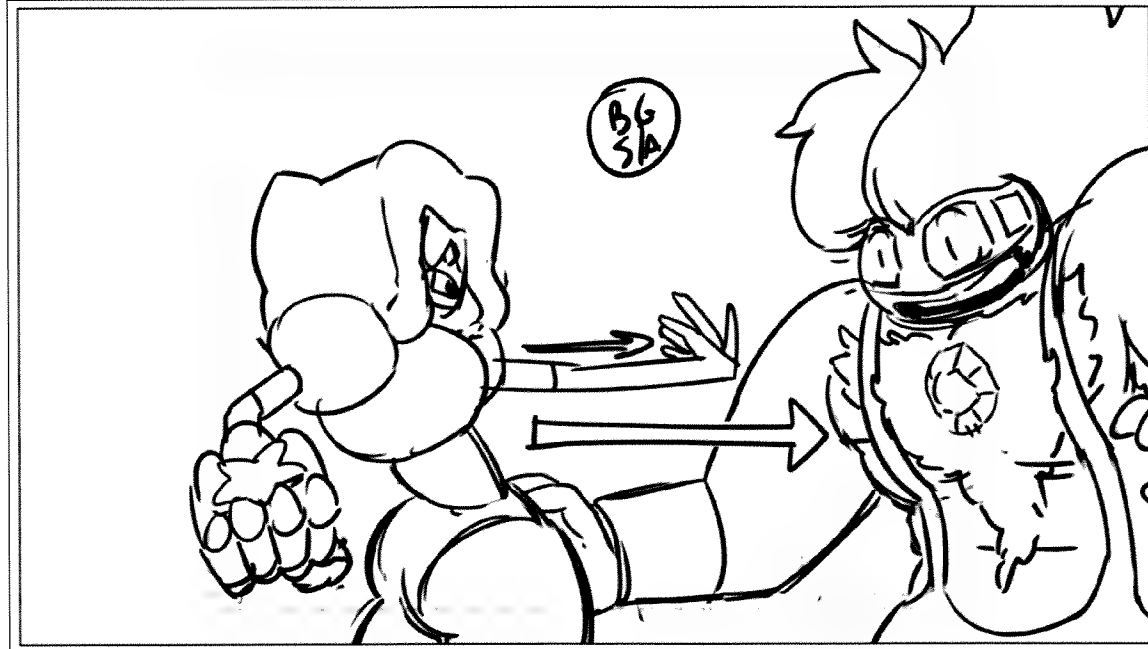
1020.011

Scene	Panel
212	cont 2



Slugging
0.14

Scene	Panel
212	cont 3



Action Notes
Garnet pushes Amethyst away.

Slugging
0.08

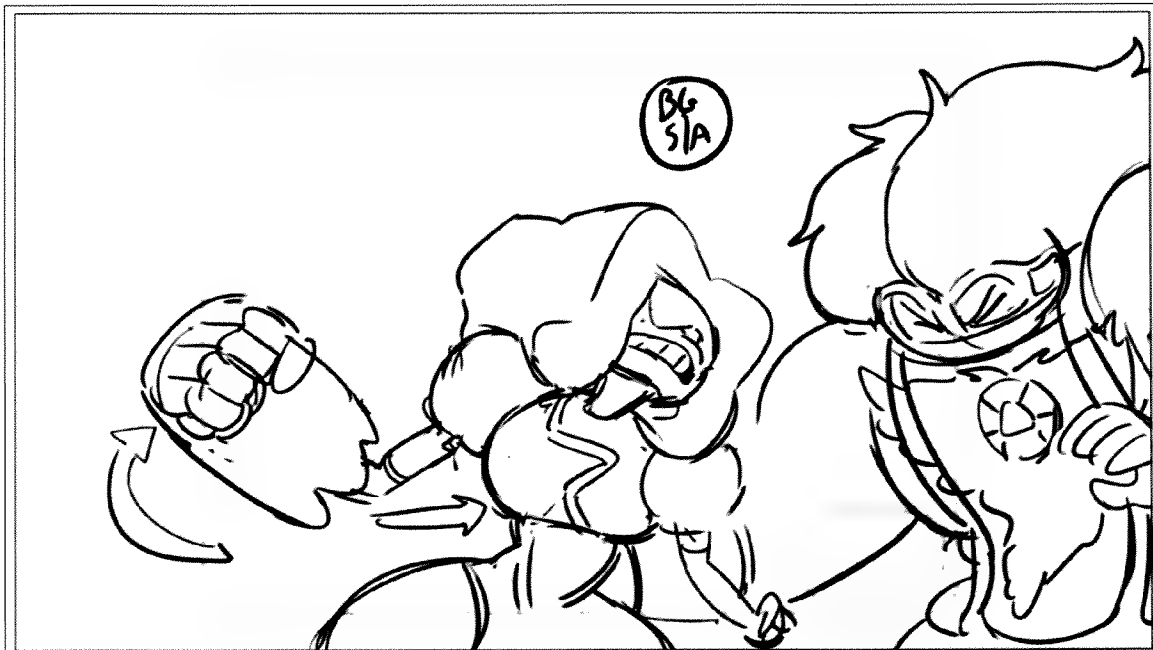
JUL 09 2013

1020.011

1020.011

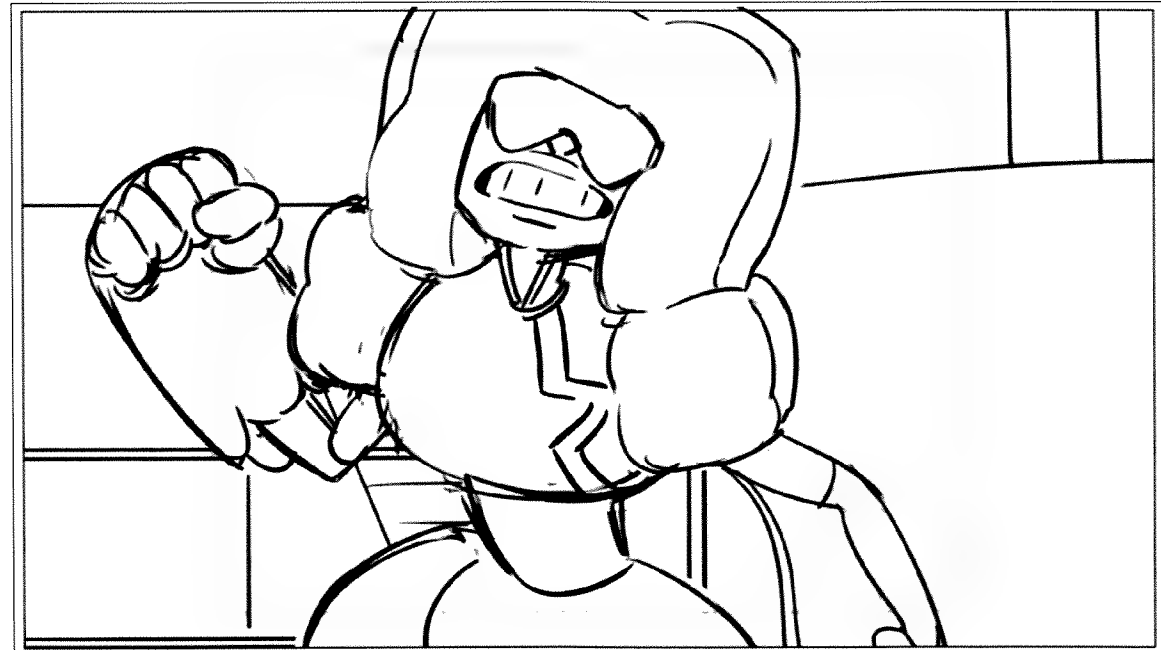
1020.011

Scene	Panel
212	4



Slugging
0.10

Scene	Panel
213	1



Action Notes
Amethyst POV.

Slugging
0.11

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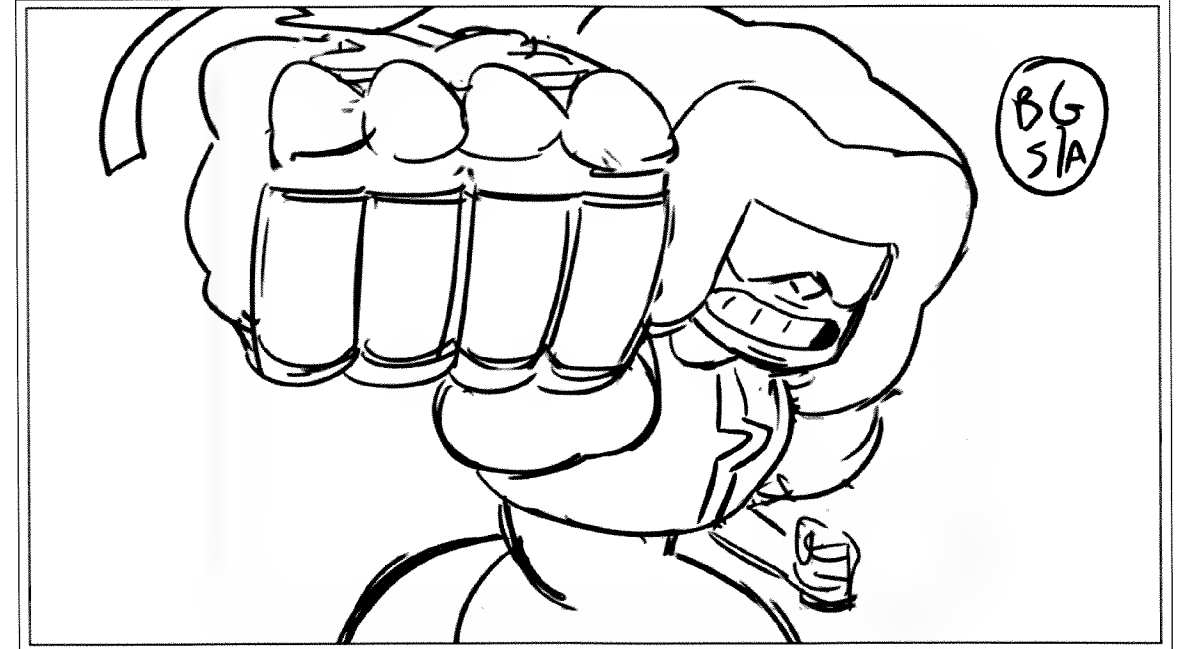
1020.011

Scene	Panel
213	<i>CONT</i>
	2



Slugging
0.02

Scene	Panel
213	<i>CONT</i>
	3



Slugging
0.02

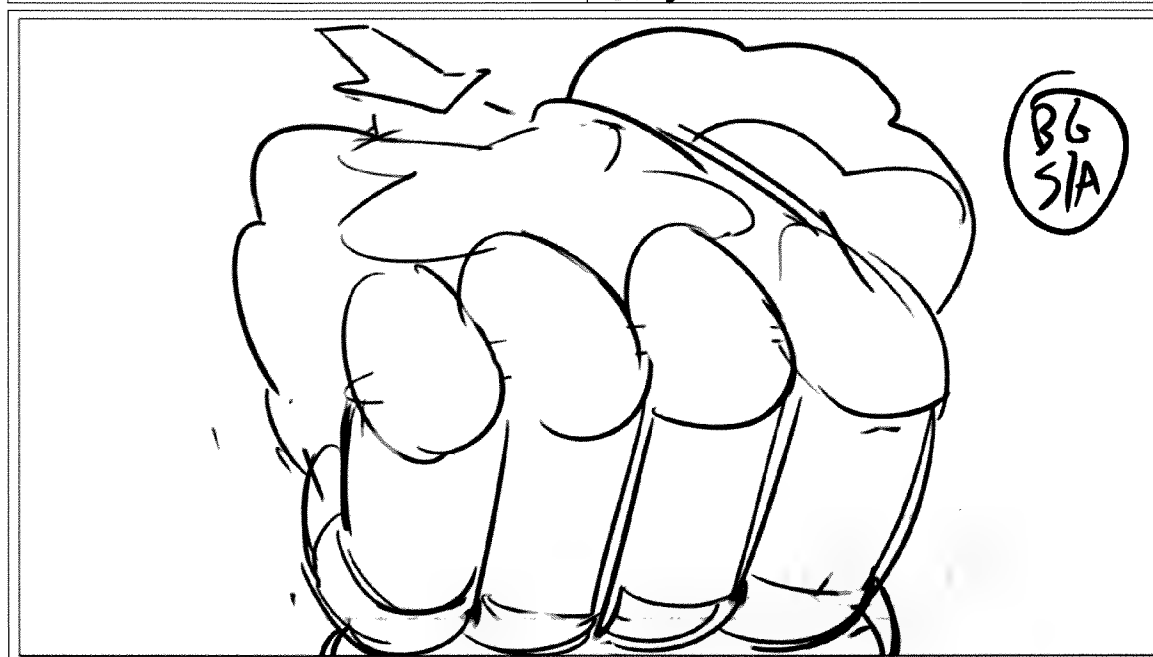
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1020.011

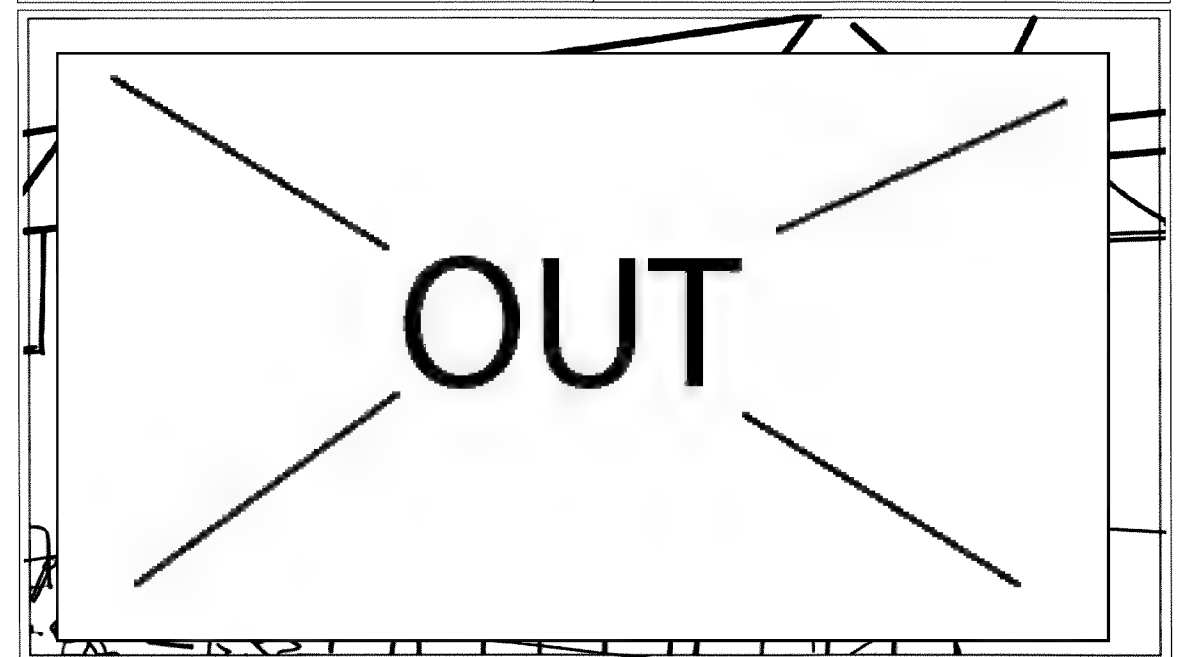
1020.011

Scene	Panel
213	4



Slugging
0.02

Scene	Panel
214	1



Action Notes
START POSE
GARNET connects with AMETHYST

Slugging
Panels 1 + 2 = 0.08

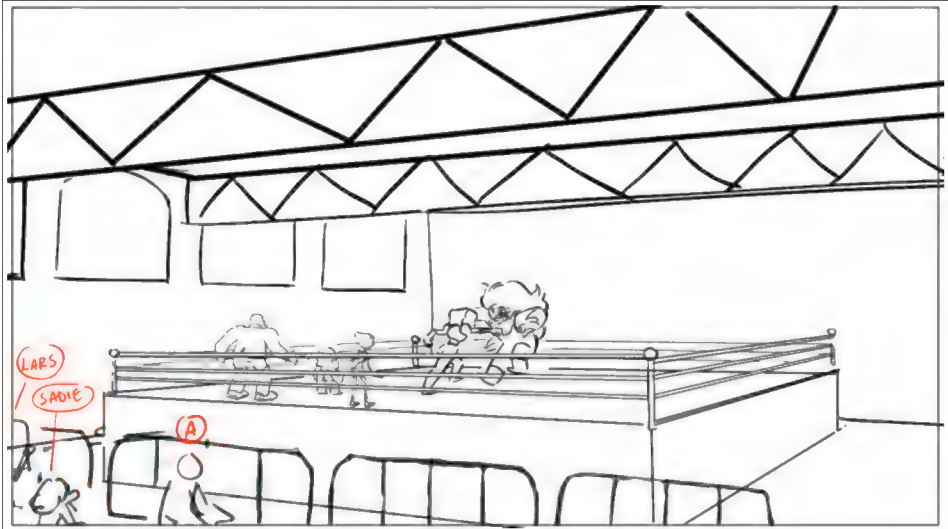
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1020.011

1020.011

Scene	Duration	Panel	Duration
214	03:00	1	01:00

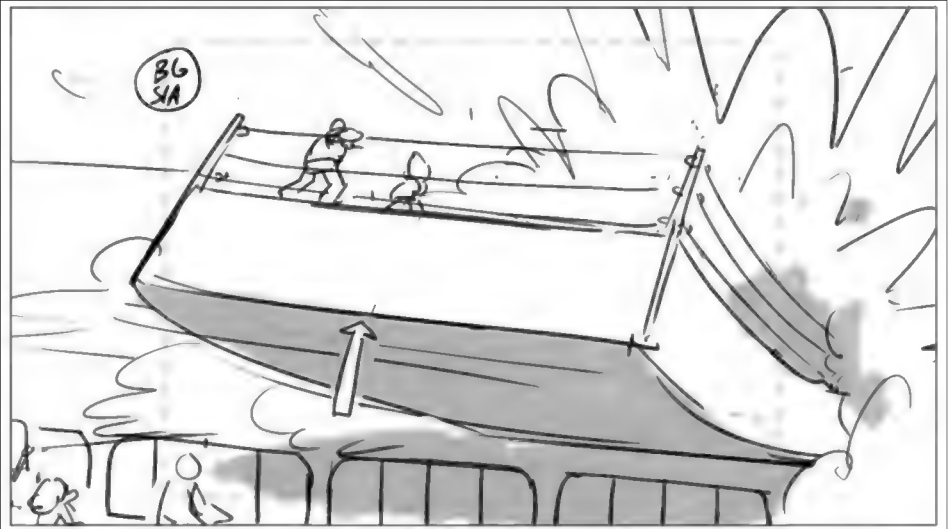


Action Notes

START POSE

GARNET connects with AMETHYST

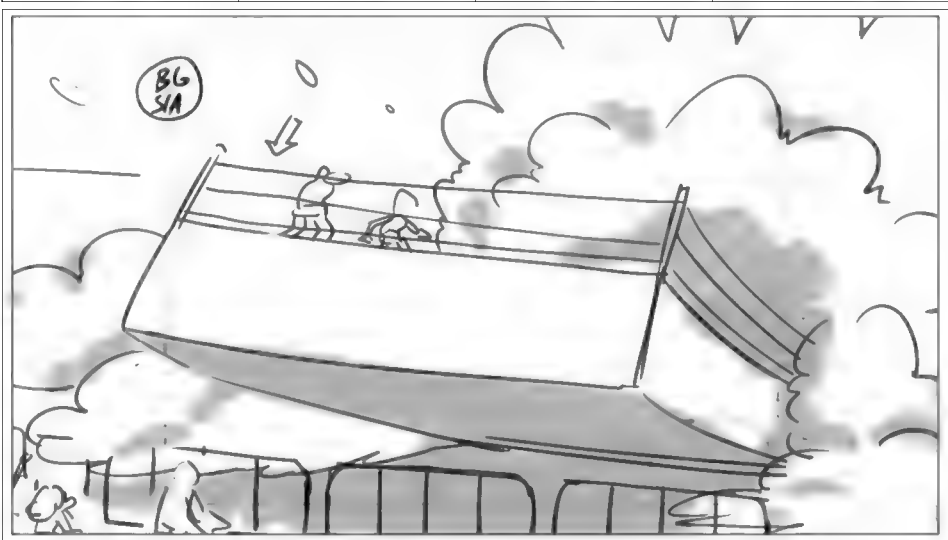
Scene	Duration	Panel	Duration
214	03:00	2	01:00



Action Notes

Impact causes stage to lift off the ground.

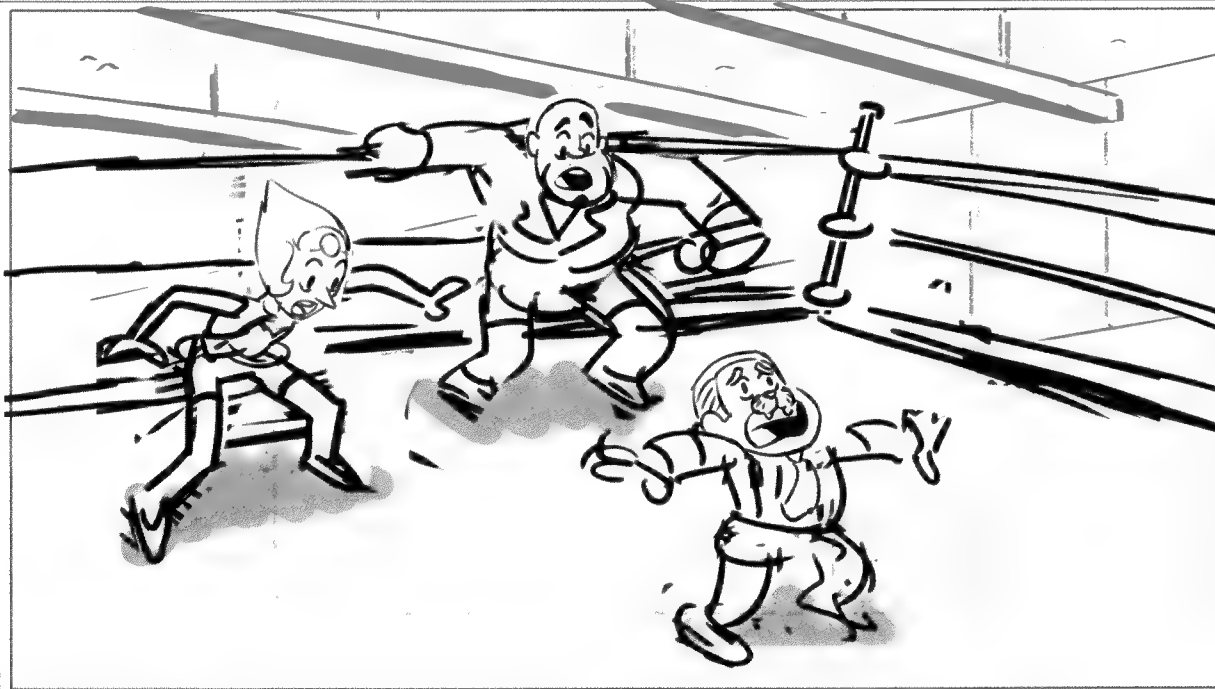
Scene	Duration	Panel	Duration
214	03:00	3	01:00



Action Notes

Stage falls back down.

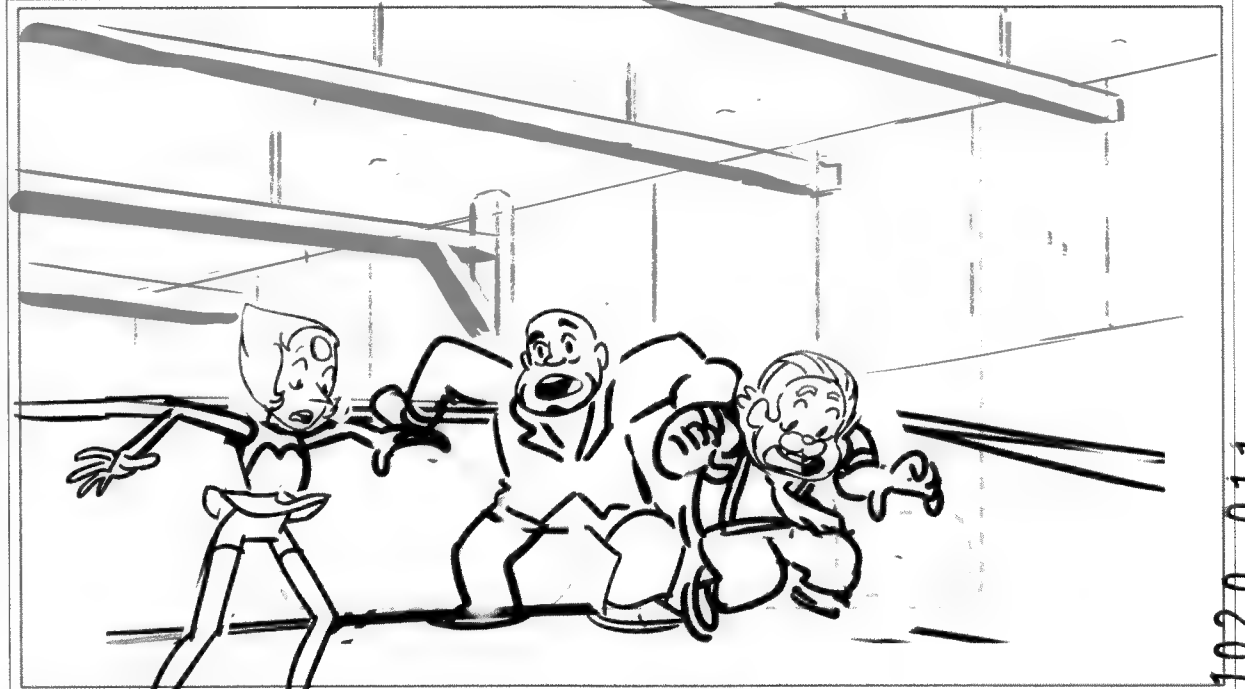
Scene	Panel
215	1



Slugging
0.11

Scene	Panel
215	2

CONT



Action Notes
The ring starts to fall, Steven floats up.

Slugging
1.00

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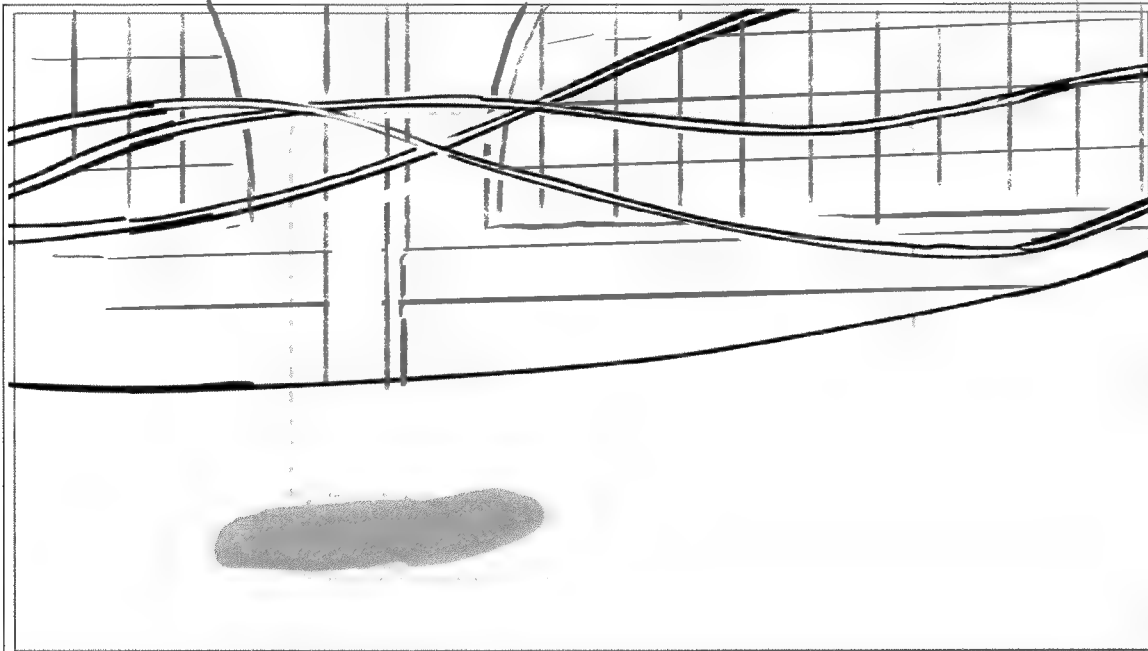
1020.011

1020.011

1020.011



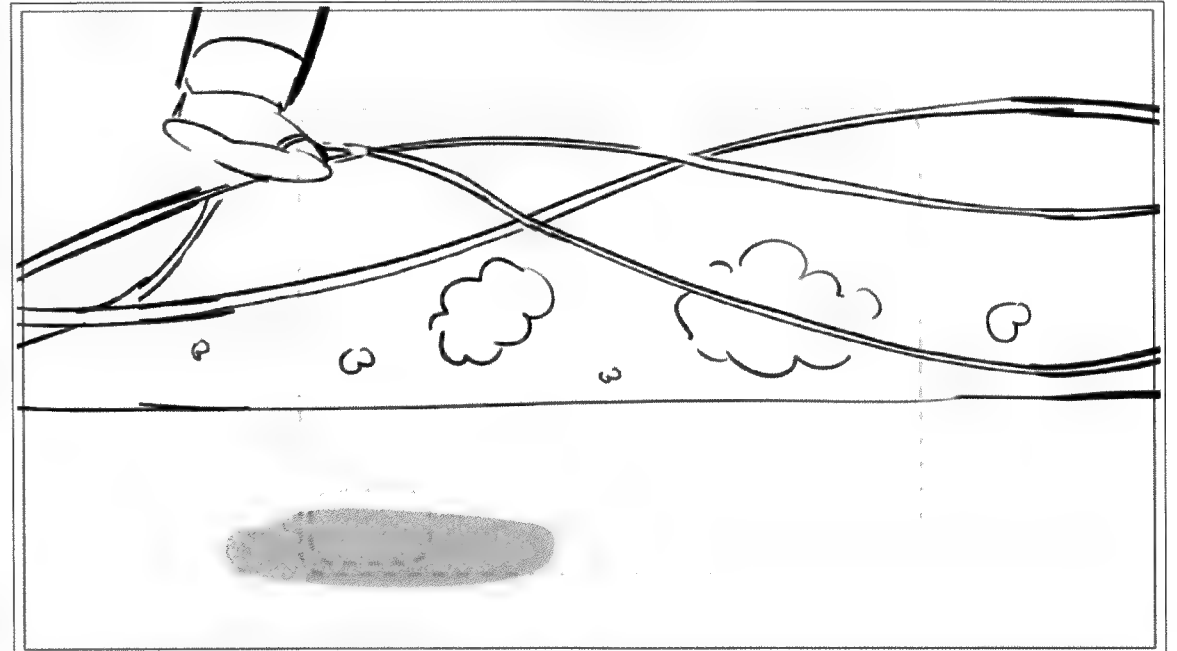
Scene	Panel
216	1



Action Notes
Close-up shot of the ring falling.

Slugging
0.04

Scene	Panel
216	2



Action Notes
The ring loudly hits the ground.

Slugging
0.04

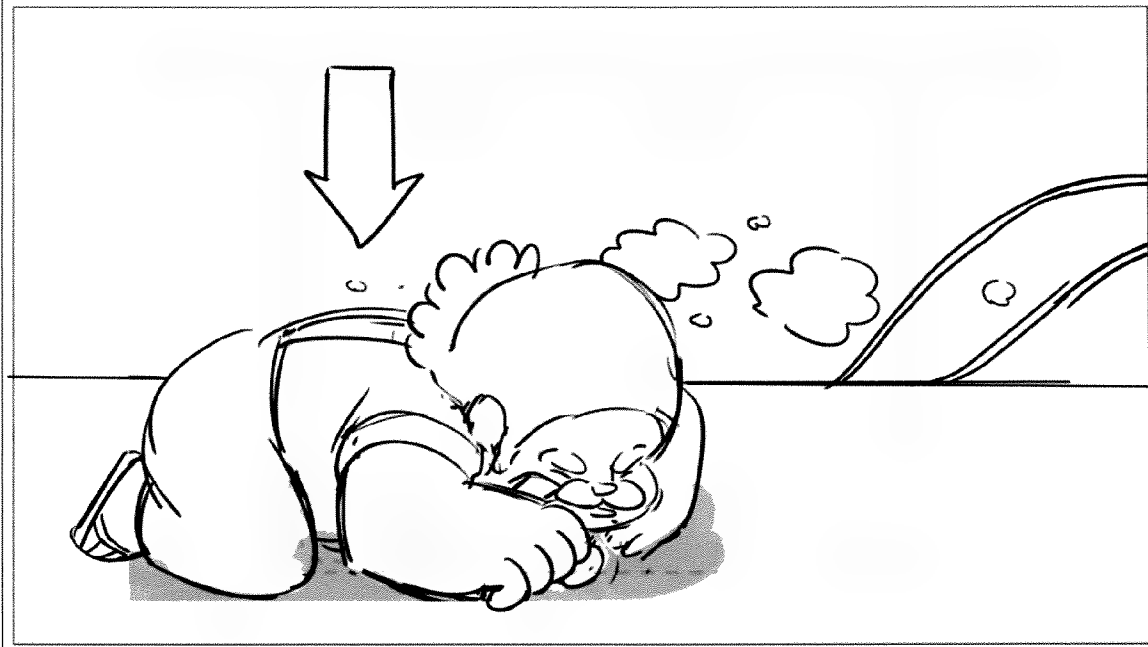
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1020.011

1020.011

Scene 216 Panel 3



Action Notes

Steven hits the ring.

Slugging

1.06

Scene 216 Panel 4



Action Notes

Mic rolls in.

Slugging

Panels 4 + 5 = 1.04

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1020.011

1020.011



Scene	Panel
216	5

CONT



Scene	Panel
217	1



Slugging
0.15

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Scene	Panel
217	cont 2



Dialog
STEVEN: WAIT!

Action Notes
Steven IN screen left.

Slugging
Panels 2 + 3 = 1.08

Scene	Panel
217	cont 3



Dialog
STEVEN: WAIT!

Action Notes
Garnet and Amethyst stand off.

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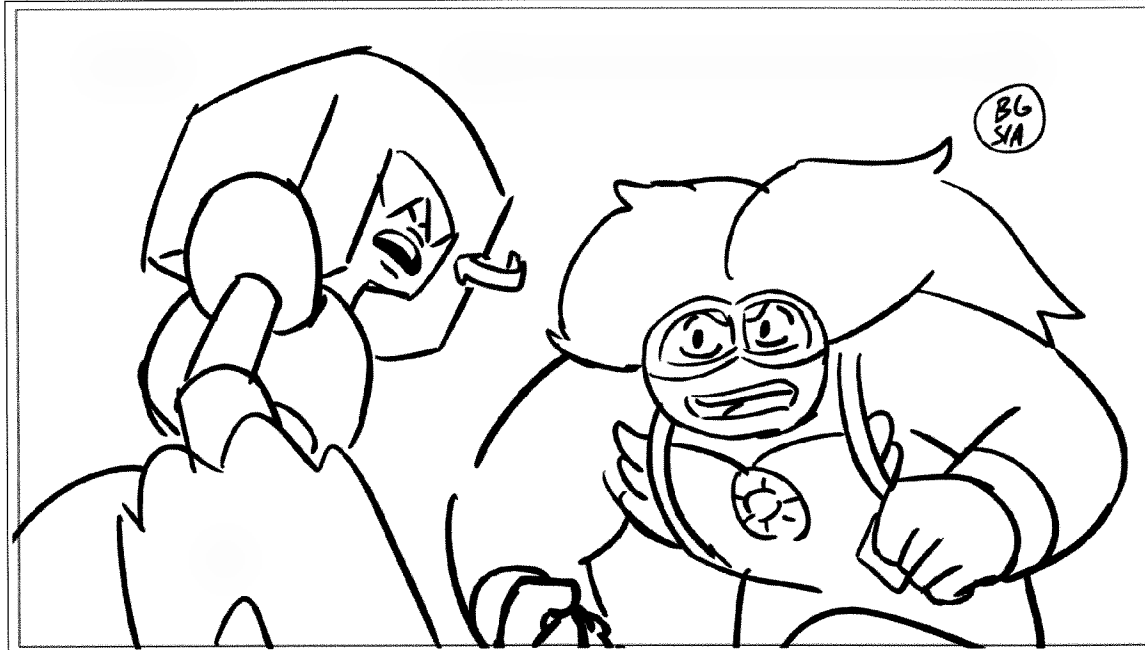
1020.011

Scene	Panel
218	1



Slugging
0.05

Scene	Panel
218	CONT 2



Action Notes
React to Steven, turn to look at him.

Slugging
1.03

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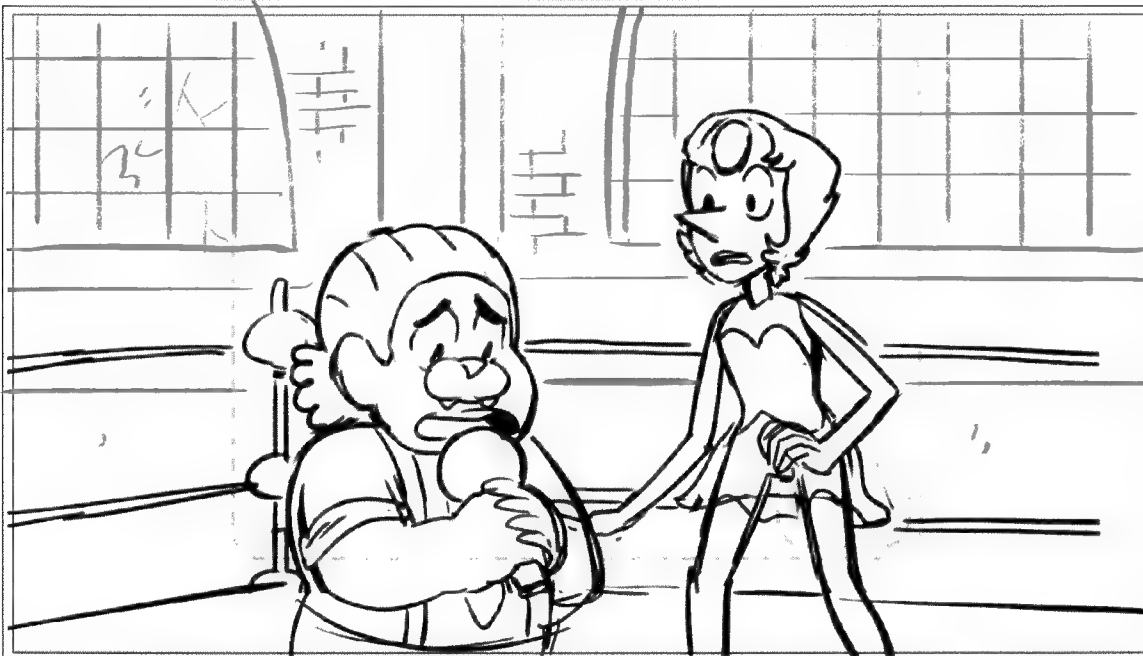
1020-011

1020-011

1020-011



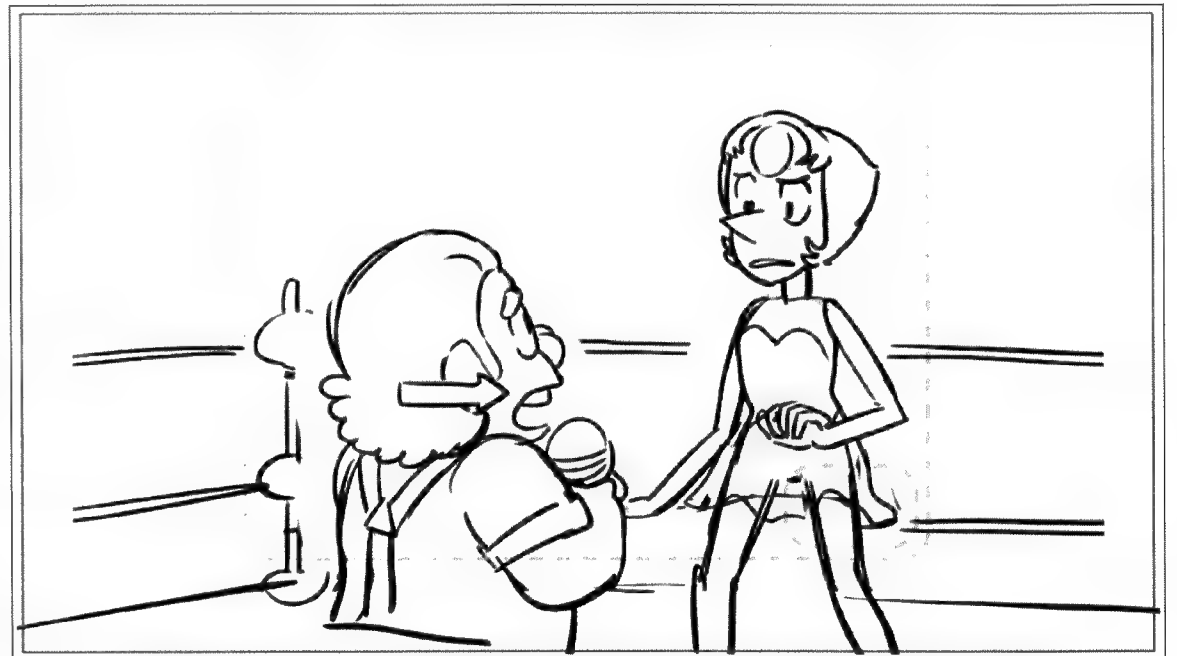
Scene	Panel
219	1



Dialog
STEVEN: I WANT TO TELL YOU...

Slugging
2.07

Scene	Panel
219	2



Dialog
STEVEN: ...PURPLE PUMA'S BACK STORY.

Action Notes
Steven turns to Pearl.

Slugging
3.00

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1020.011



Scene	Panel
220	1



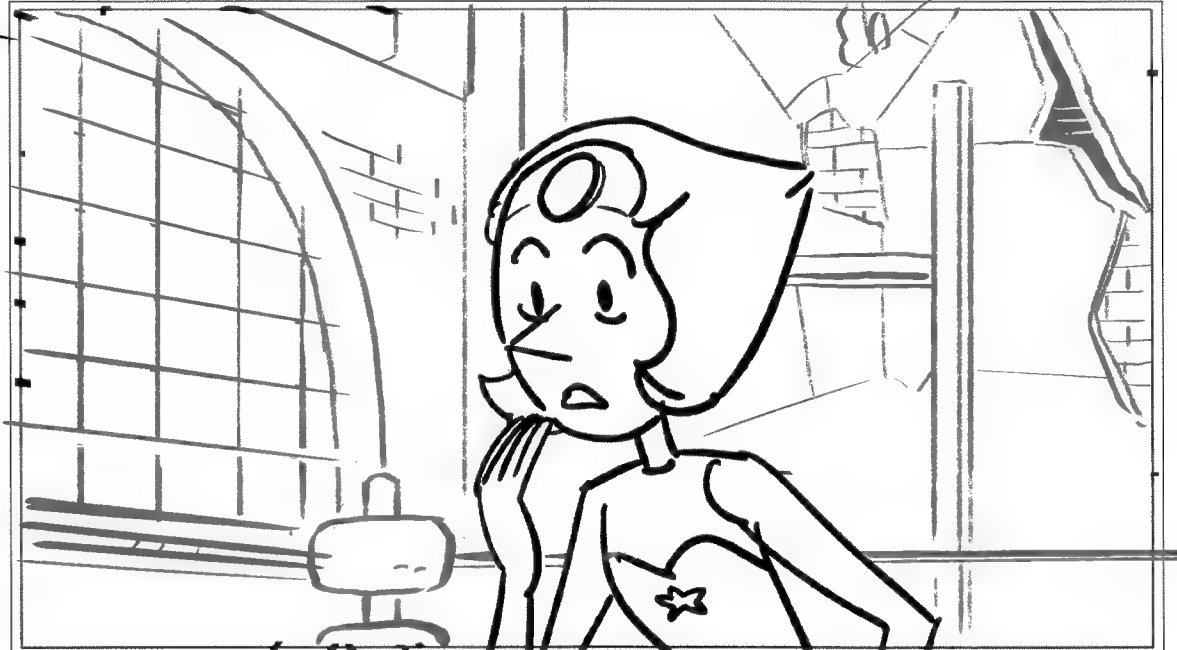
Dialog

STEVEN: HE WAS THE WILDEST CAT IN THE JUNGLE. SO WILD,

Slugging

5.13

Scene	Panel
221	1



Dialog

STEVEN (os): ... THE OTHER CATS COULDN'T TAKE IT.

Slugging

2.15

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1020.011

1020.011



Scene	Panel
222	1



Action Notes
START POSE

Slugging
Panels 1 + 2 = 1.09

Scene	Panel
222	2



Dialog
STEVEN: SO SHE...

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1020.011

Scene	Panel
222	<i>CONT</i>
	3



s/a

Dialog

STEVEN: I MEAN HE...

Action Notes

Steven directs his speech towards the audience.

Slugging

1.08

Scene	Panel
222	<i>CONT</i>
	4



s/a

Dialog

STEVEN: WENT TO LOOK FOR SOMEWHERE HE FIT IN. SOMEWHERE...

Slugging

6.01

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1020.011

1020.011



Scene	Panel
223	1



Dialog
STEVEN (os): ...WITH OTHER PEOPLE WHO FELT MISUNDERSTOOD.

Slugging
4.04

Scene	Panel
223	2



Dialog
SADIE: THAT REALLY SOUNDS LIKE STEVEN.

Slugging
2.01

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1020.011

Scene	Panel
223	CONT 3

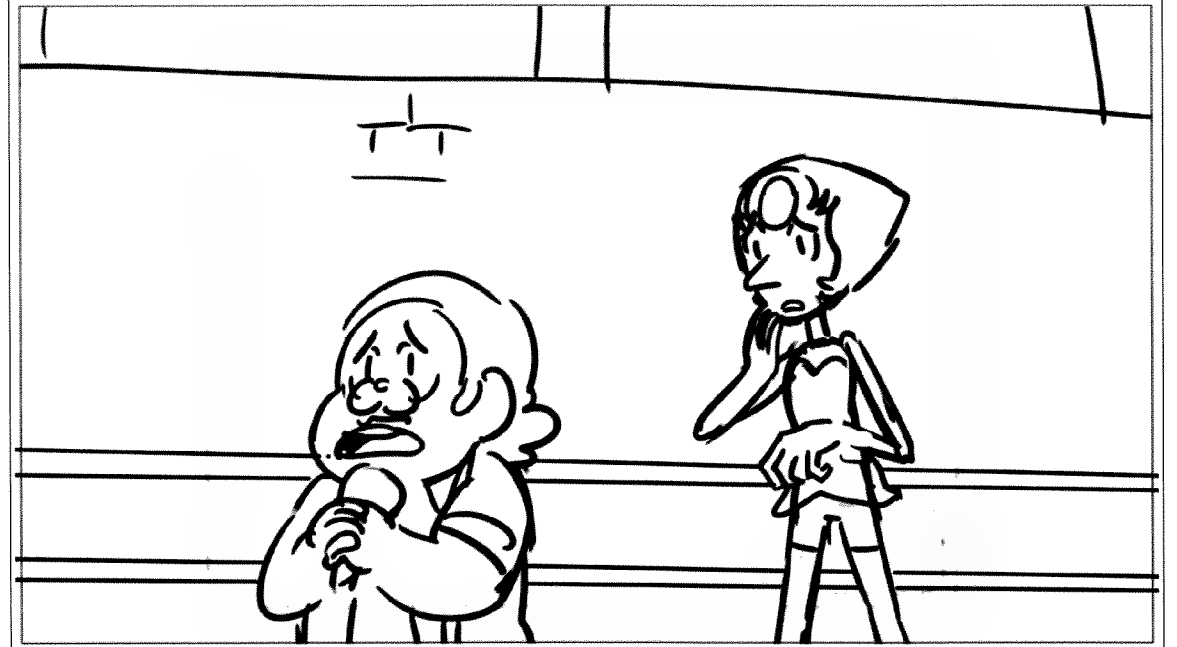


Dialog
LARS: SHH!

Action Notes
Lars nudges Sadie.

Slugging
0.15

Scene	Panel
224	1



Dialog
STEVEN: THAT'S WHY...

Slugging
0.10

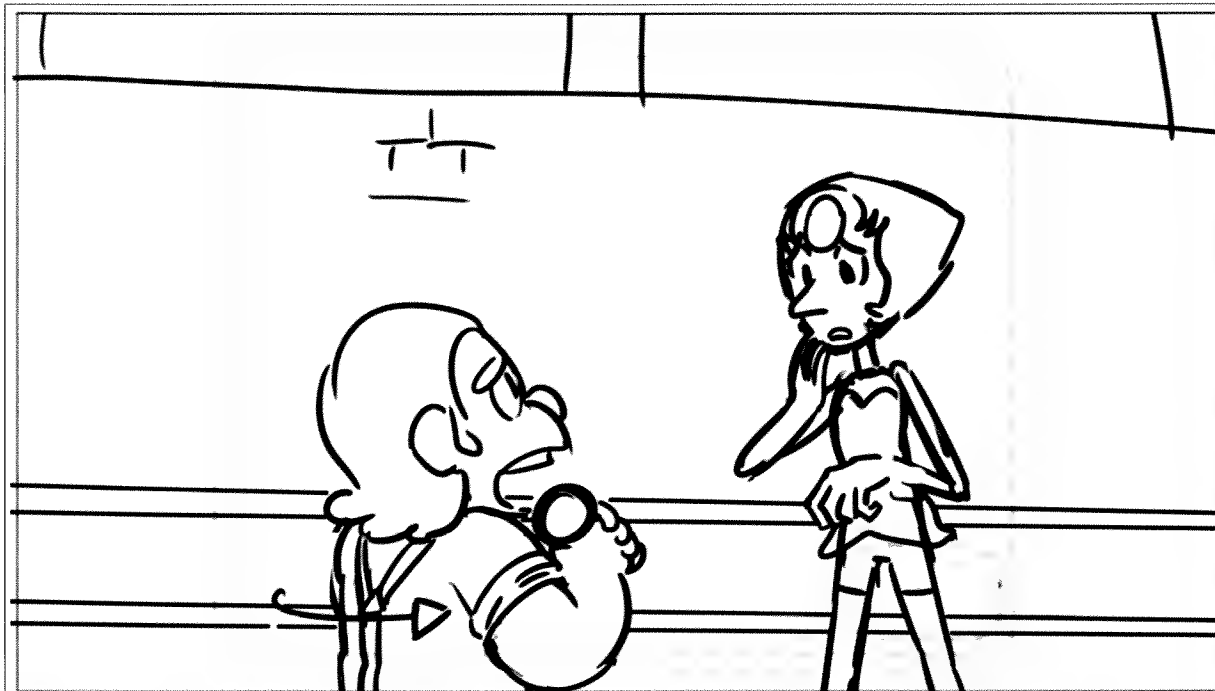
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1020.011

1020.011

Scene 224 Panel 2
CONT



Dialog

STEVEN: ...WE'RE ALL HERE.

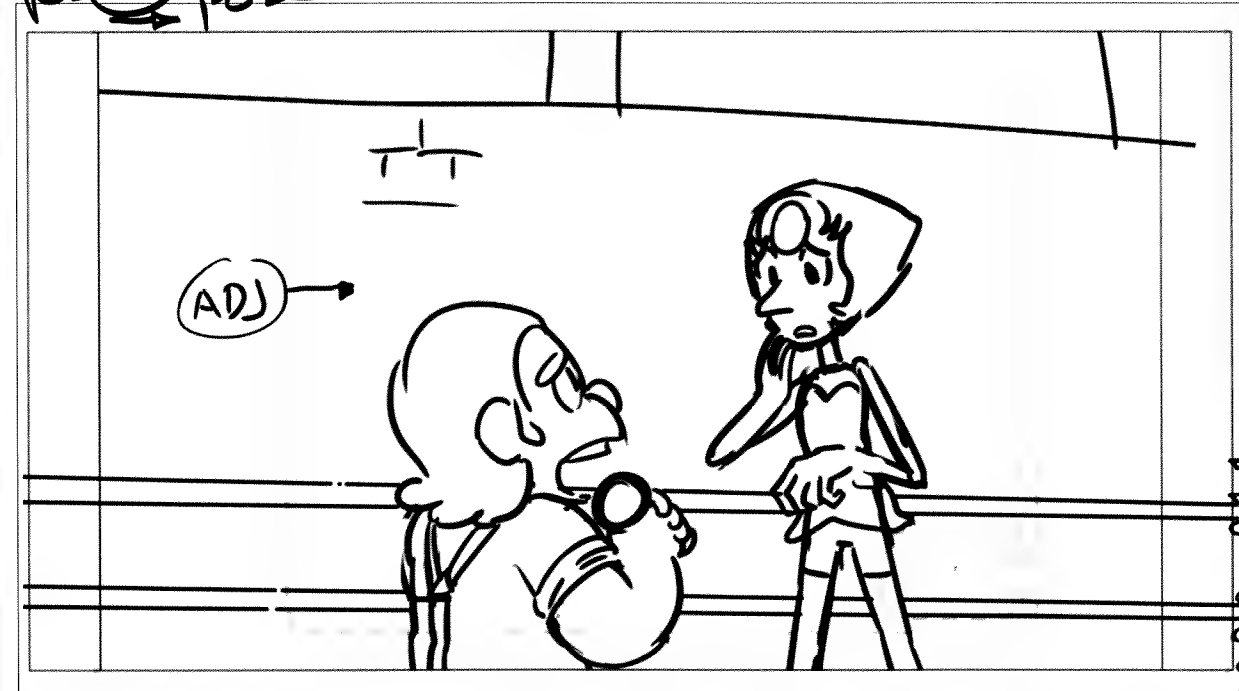
Action Notes

Steven turns back to Pearl.

Slugging

1.06

Scene 224 Panel 3
POS A POS B CONT



Dialog

STEVEN: TO BE WILD...

Action Notes

Steven takes a step forward towards Pearl.

Adjust camera with Steven

Slugging

1.06

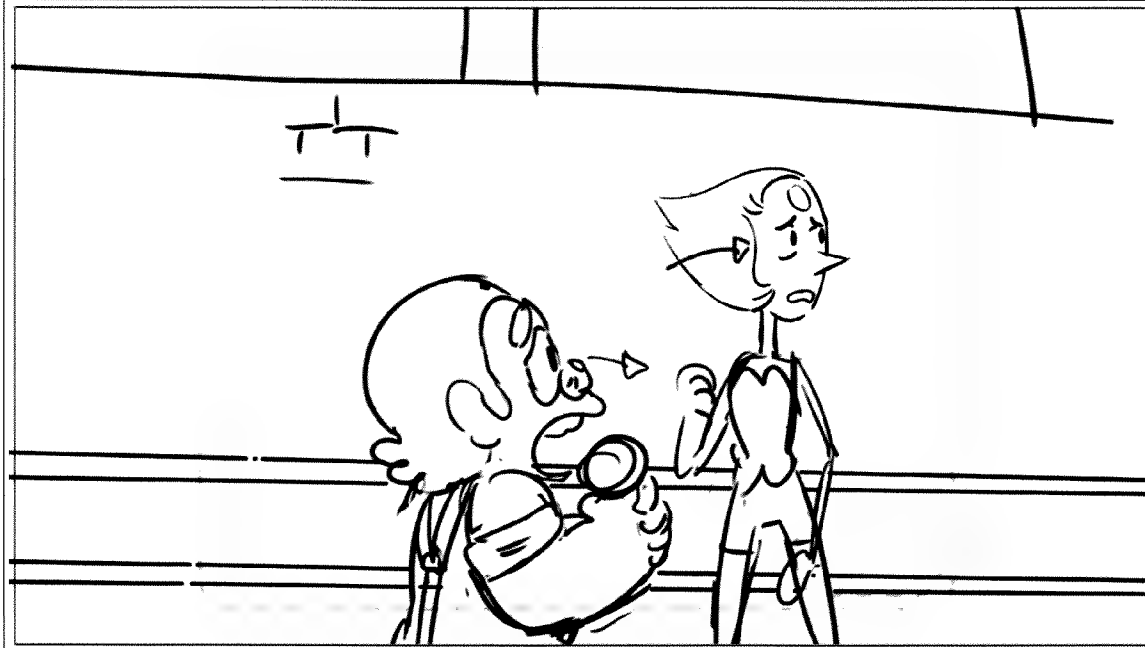
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1020.011

Scene	Panel
224	4



Dialog

STEVEN: ...AND FREE.

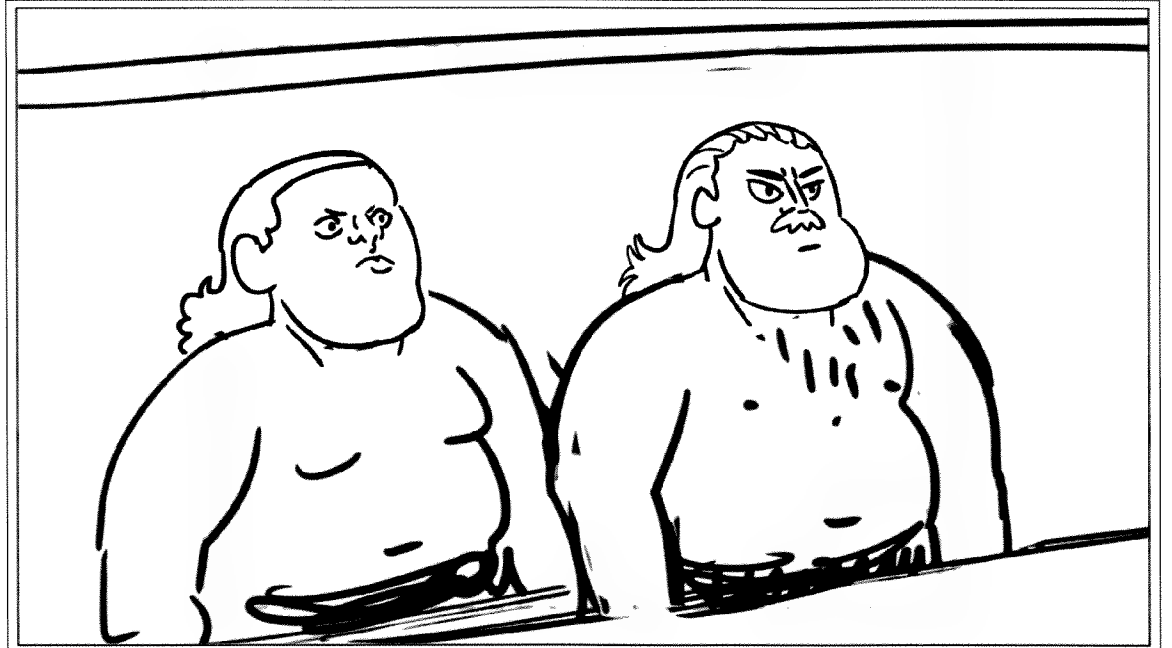
Action Notes

Steven turns to look at Garnet (stage right) and Pearl turns to look after him.

Slugging

1.06

Scene	Panel
225	1



Dialog

STEVEN (os): AND BODY SLAM EACH OTHER!

Slugging

1.04

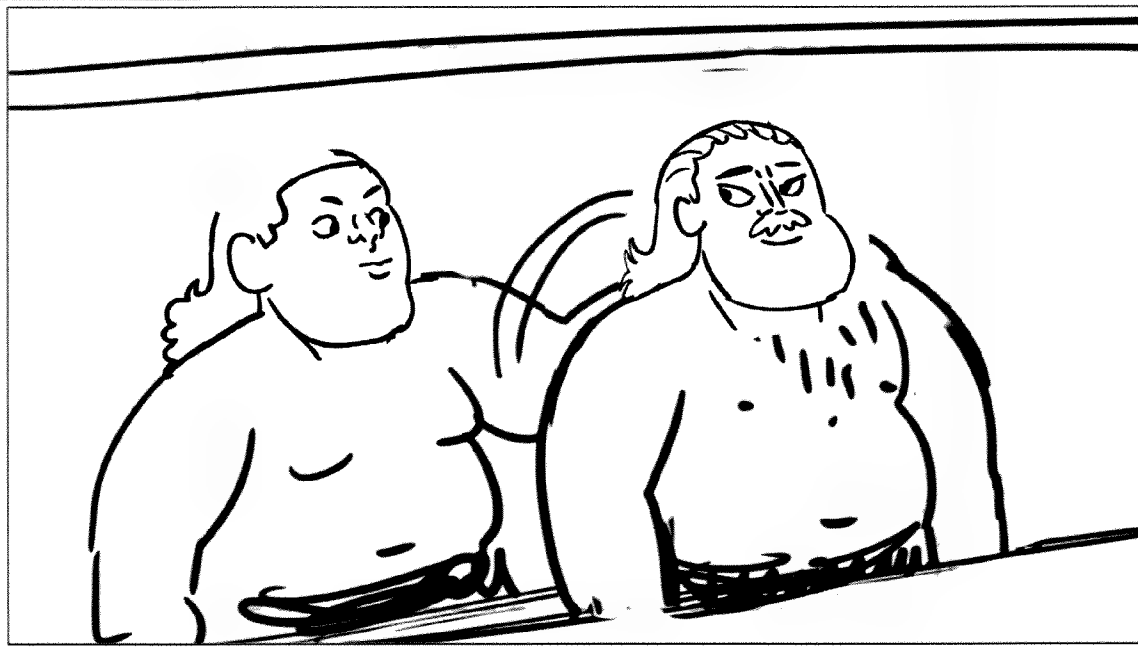
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1020.011

1020.011

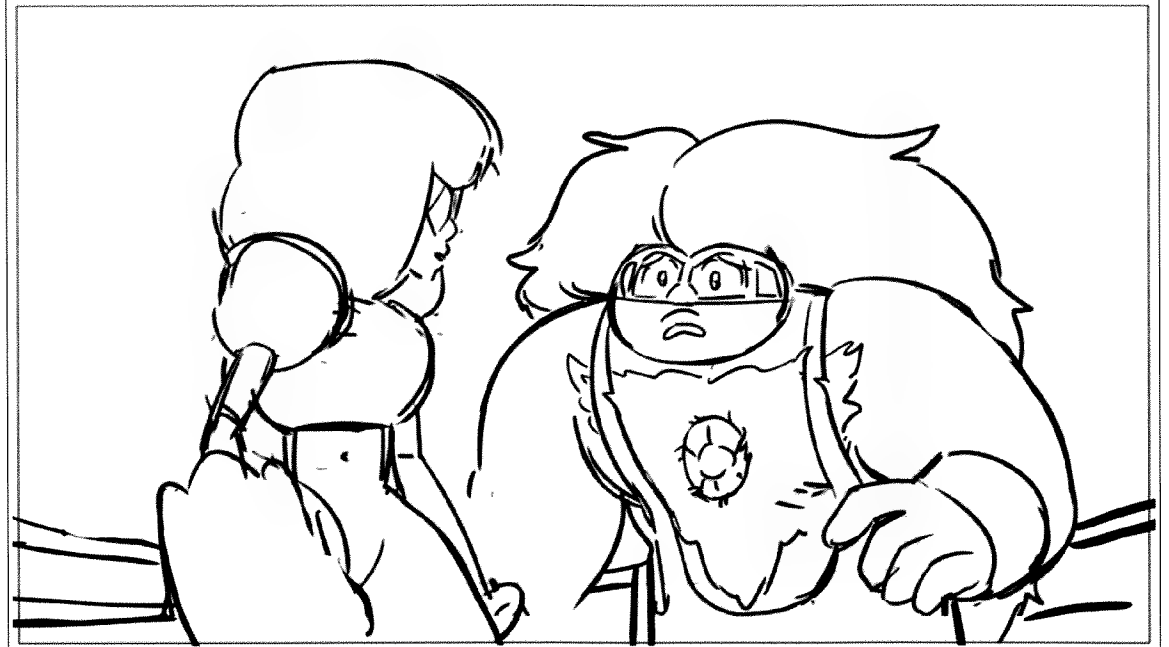
1020.011

Scene	Panel
225	<i>CONT</i> 2



Slugging
2.01

Scene	Panel
226	1



Dialog
STEVEN (os): AND WEAR COOL COSTUMES.

Slugging
2.03

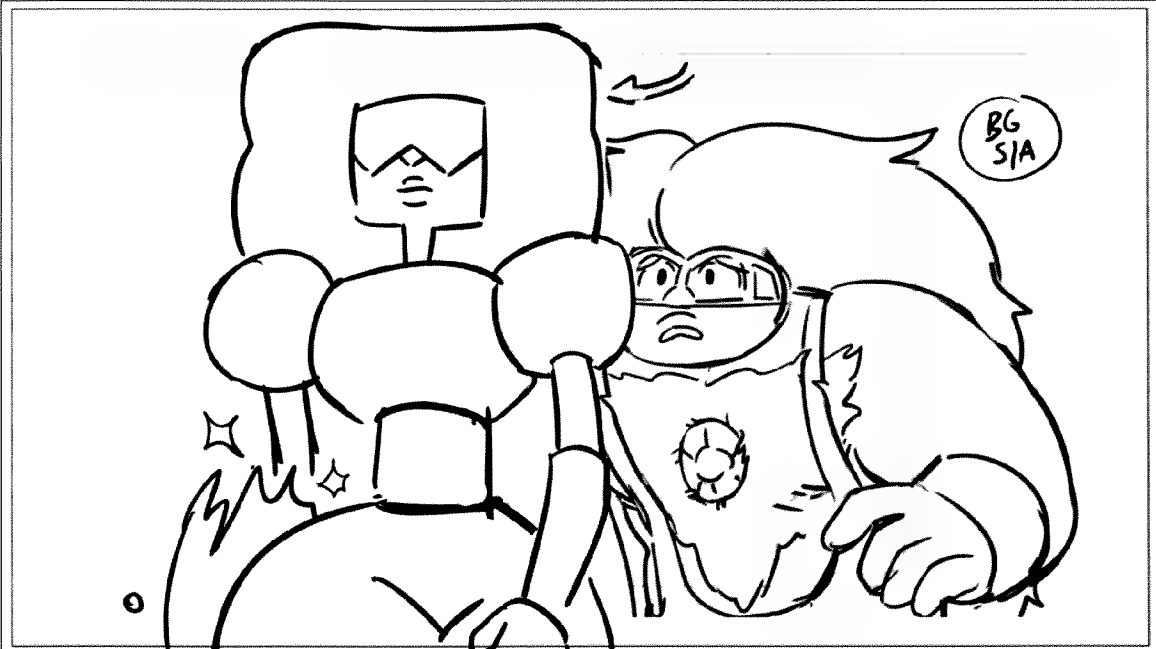
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1020.011

1020.011

1020.011

Scene	Panel
226	CONT 2

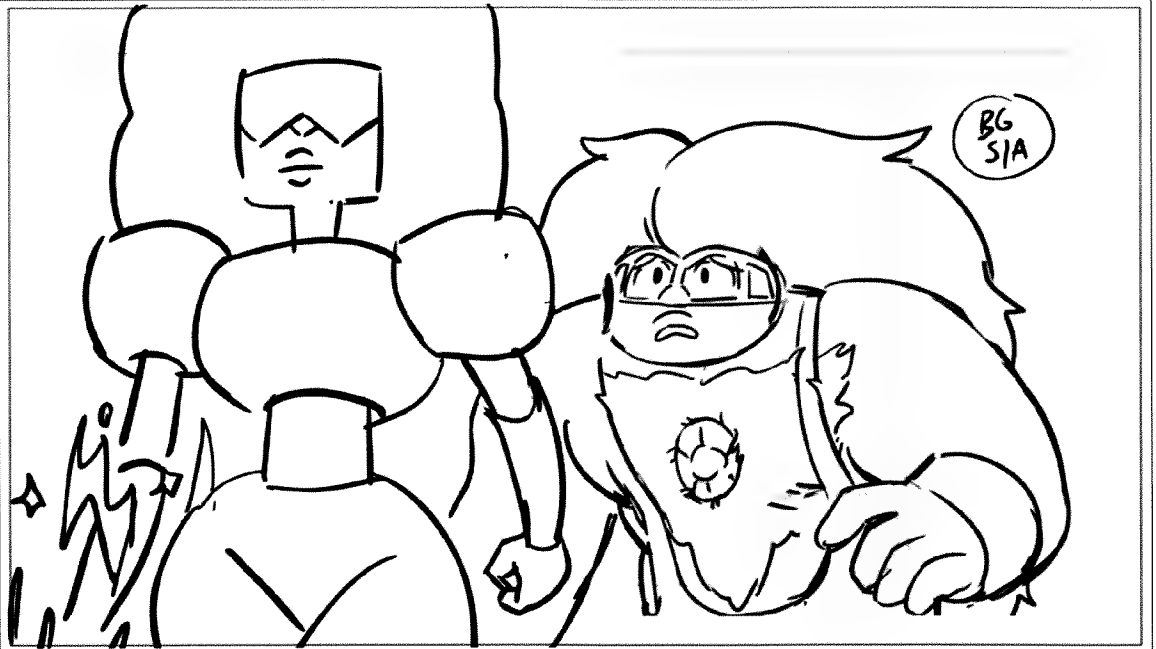


Dialog
STEVEN (os): AND MAKE UP NICK NAMES.

Action Notes
Garnet turns and walks slightly left and towards camera.
Amethyst eyes follow Garnet.

Slugging
Panels 2 to 4 = 1.06

Scene	Panel
226	CONT 3



Dialog
STEVEN (os): AND MAKE UP NICK NAMES.

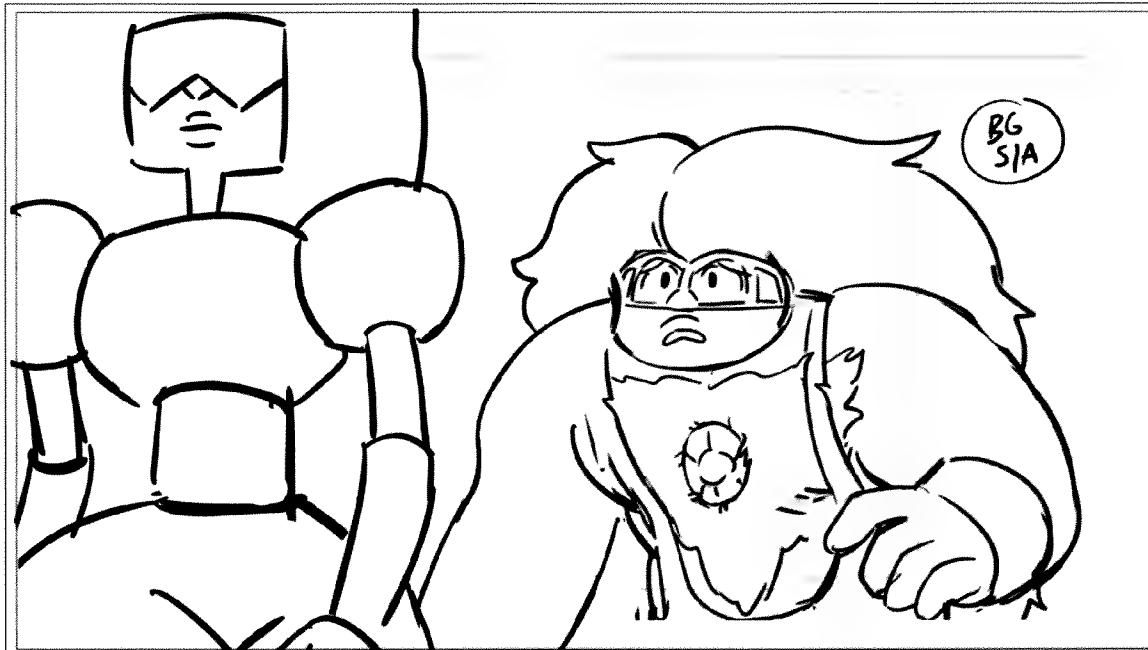
Action Notes
Garnet's gauntlet disappears.

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1020.011

1020.011

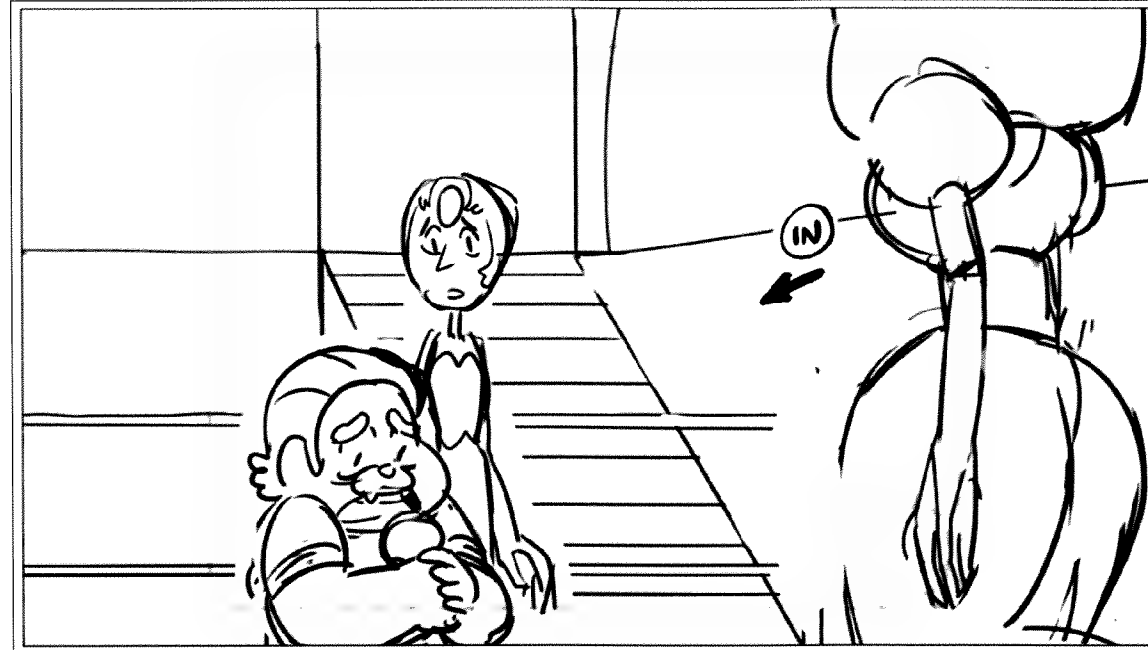
Scene	Panel
226	4



Dialog

STEVEN (os): AND MAKE UP NICK NAMES.

Scene	Panel
227	1



Dialog

STEVEN: AND...AND...UUH

Action Notes

Steven getting flustered.
Garnet in.

Slugging

2.03

JUL 09 2015

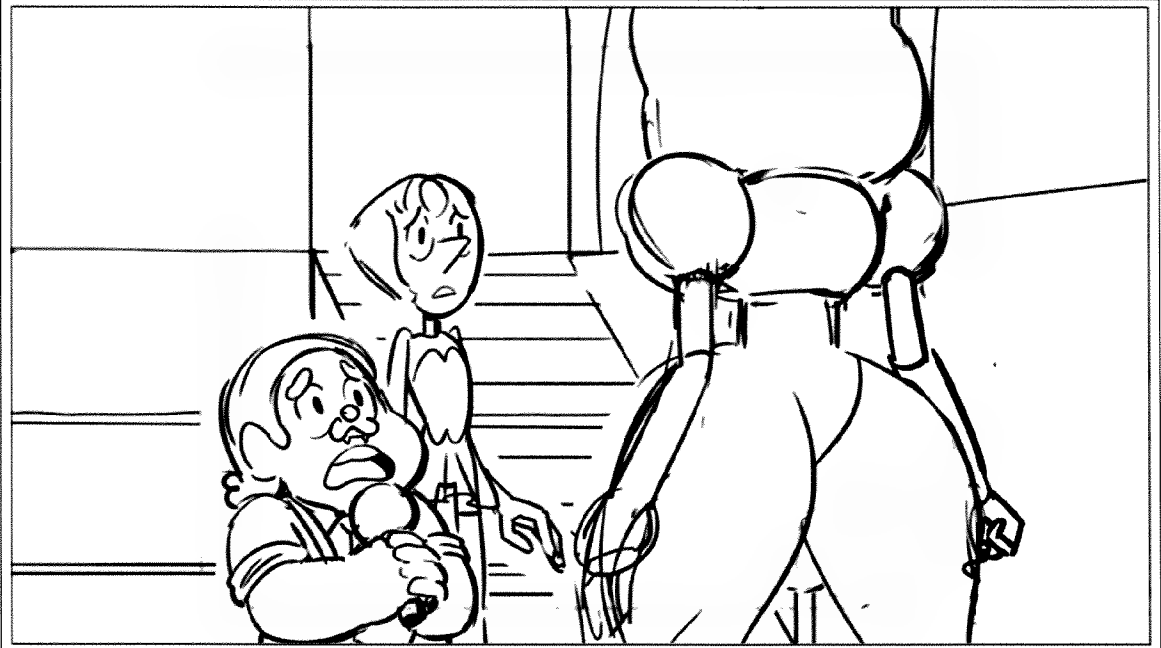
1020.011

1020.011

1020.011



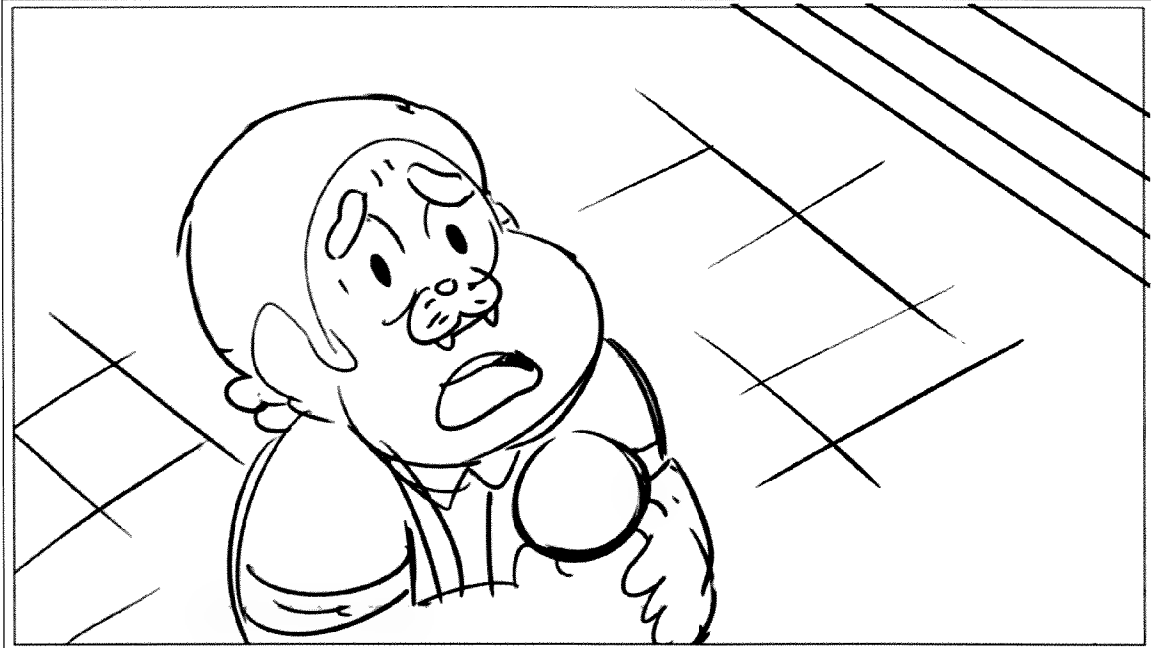
Scene	Panel
227	2



Dialog
STEVEN: SO?

Slugging
1.15

Scene	Panel
228	1



Dialog
STEVEN: CAN'T WE JUST HAVE THIS? CAN'T WE JUST...

Slugging
5.05

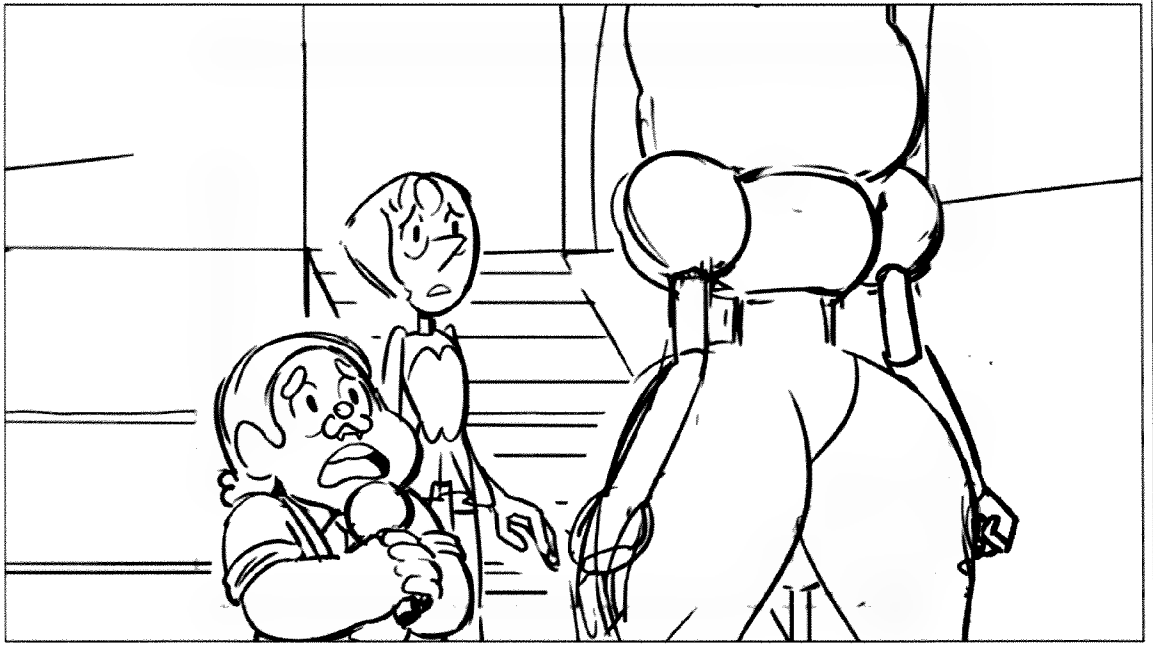
JUL 0 9 2013

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1020.011



Scene	Panel
229	1



Dialog

STEVEN: WRESTLE?

Slugging

1.14

Scene	Panel
229	2



Action Notes

Garnet takes the mic from Steven.

Slugging

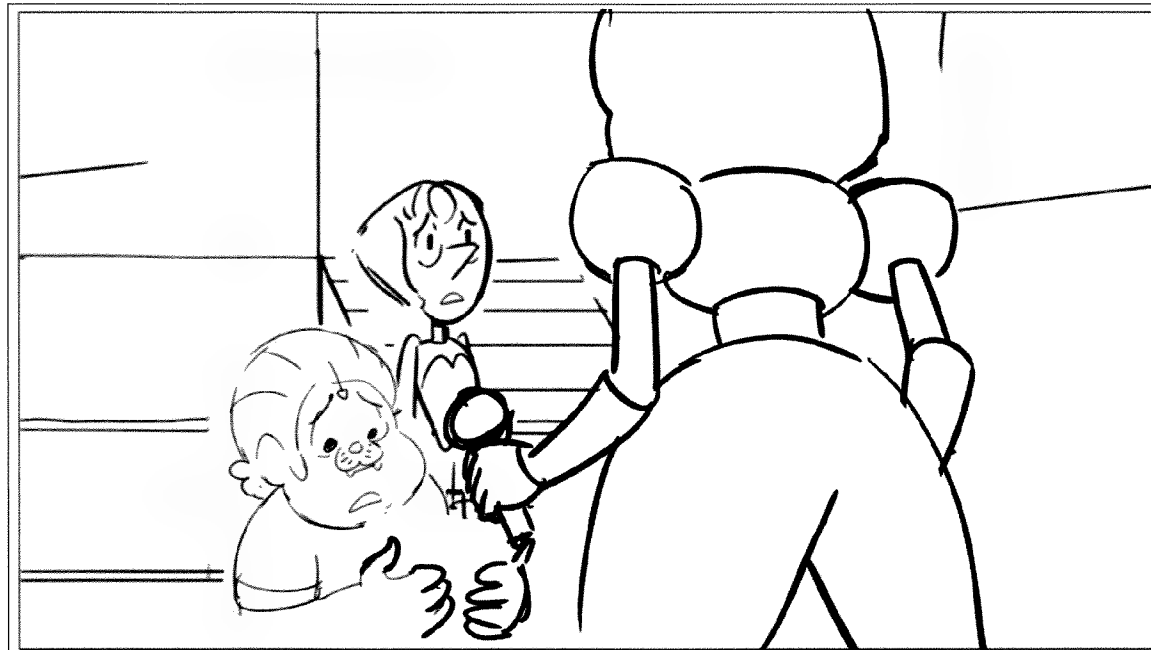
0.08

Notes

BOARD REVISION - GARNET GRABS MIC.

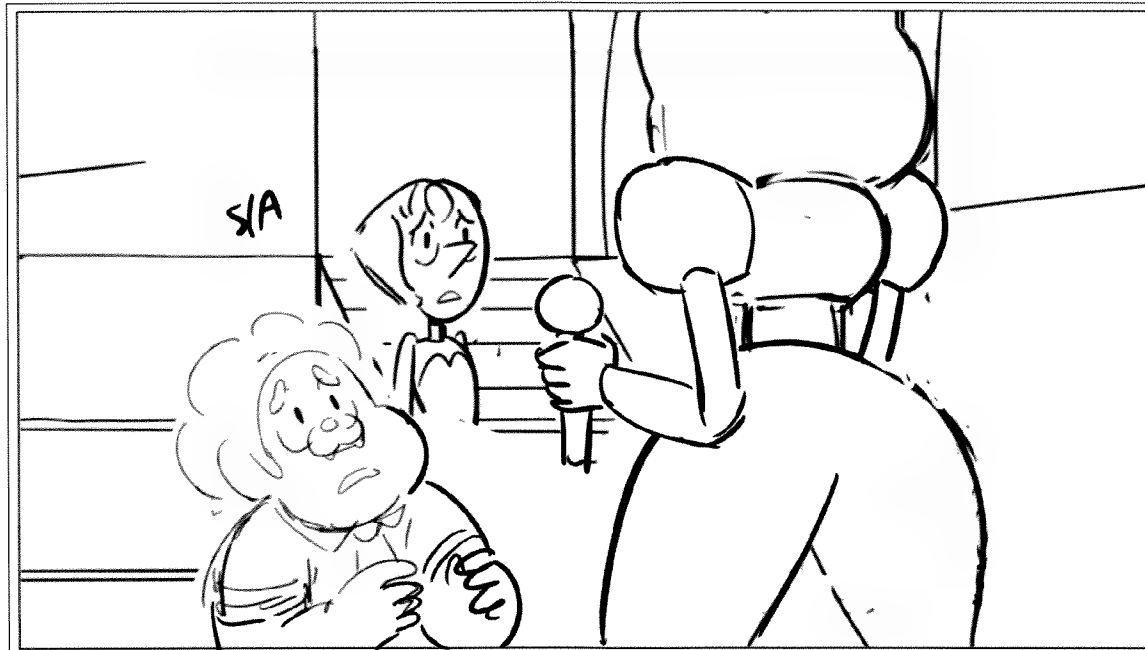
JUL 09 2012

Scene	Panel
229	CONT 3



Slugging
0.06

Scene	Panel
229	CONT 4



Slugging
0.11

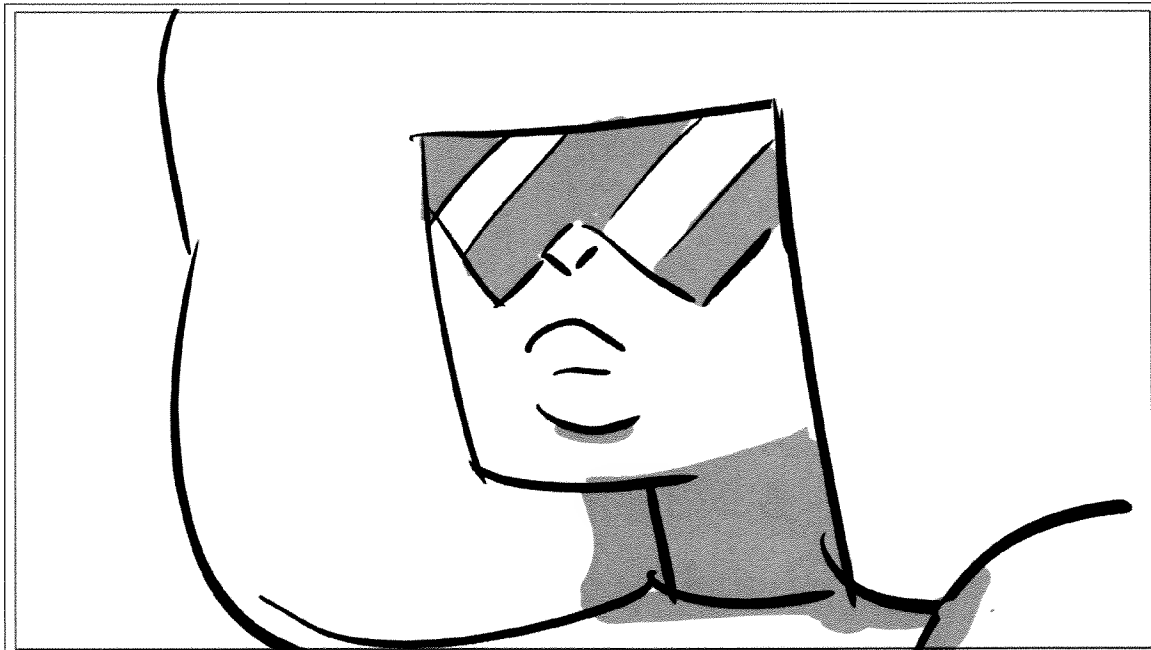
JUL 09 2015

1020.011

1020.011

1020.011

Scene	Panel
230	1

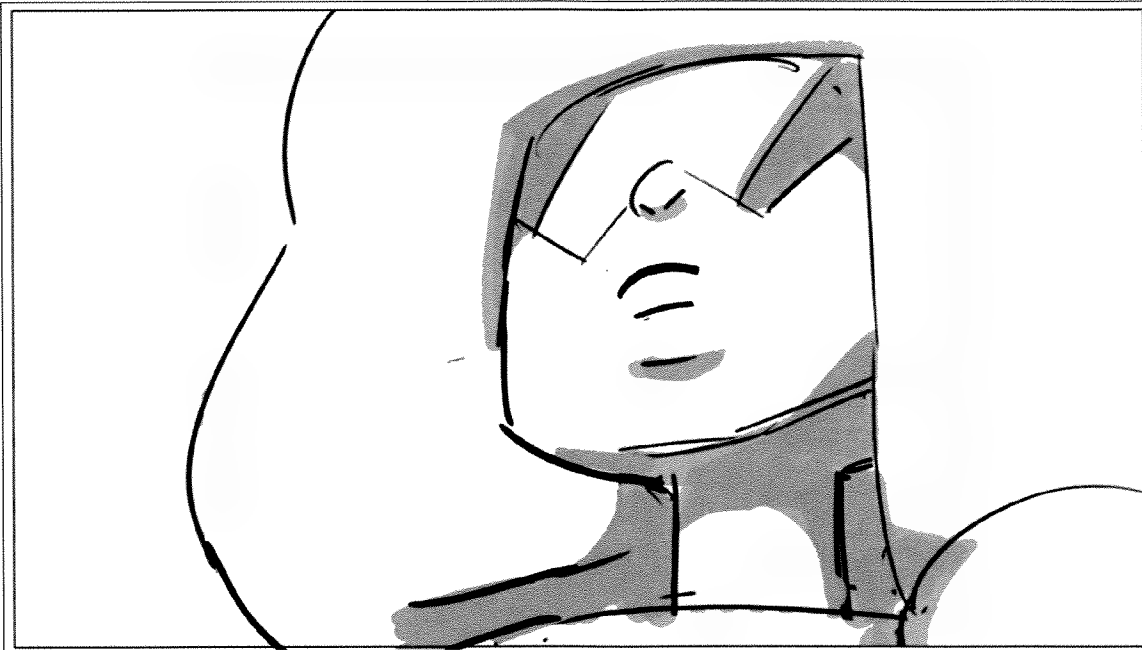


Action Notes
Match action to previous scene.

Slugging
Panels 1 to 3 = 2.04

Scene	Panel
230	2

CONT



Dialog
GARNET: NO.

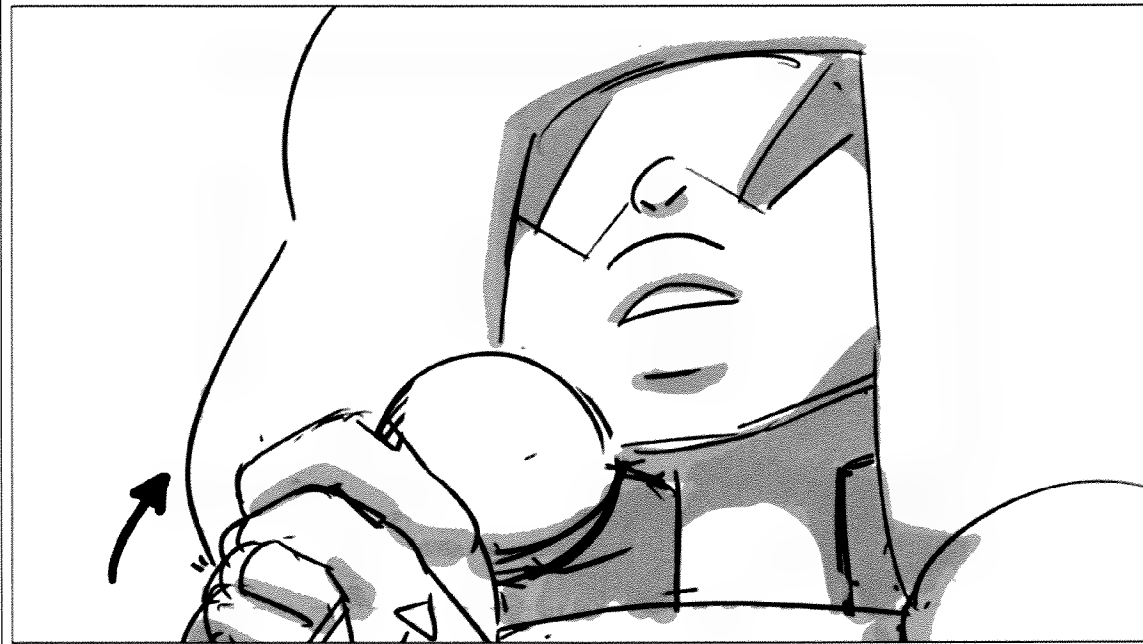
JUL 09 2013

1020.011

1020.011

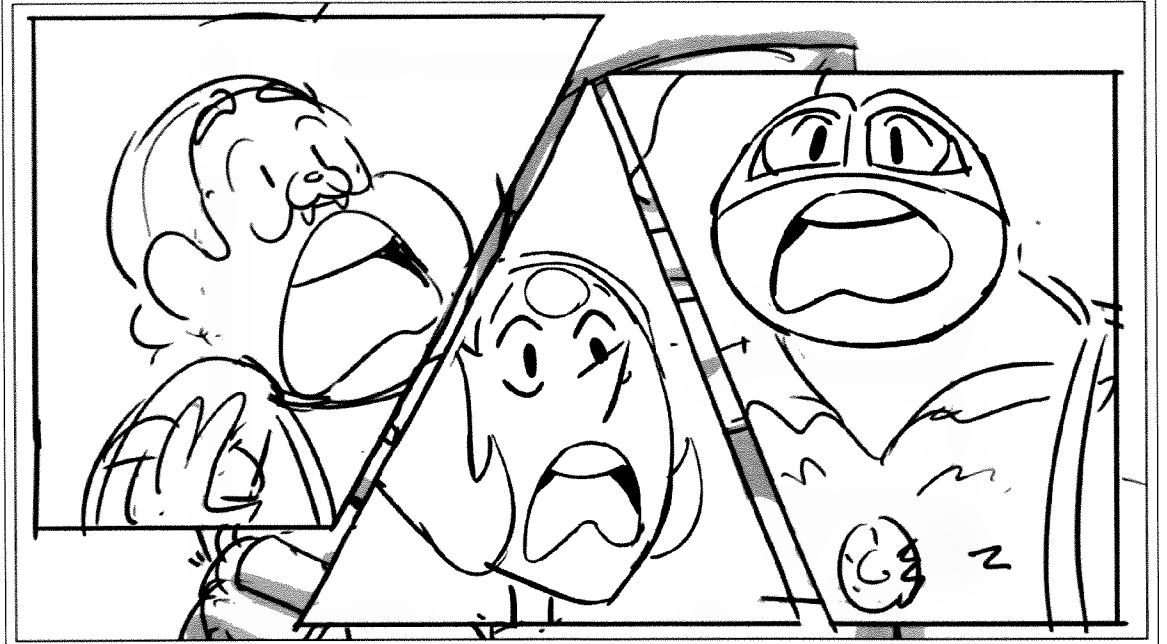
1020.011

Scene	Panel
230	CONT 3



Dialog
GARNET: NO.

Scene	Panel
230	CONT 4



Action Notes
Steven, Pearl, and Amethyst shocked reactions.

Slugging
2.05

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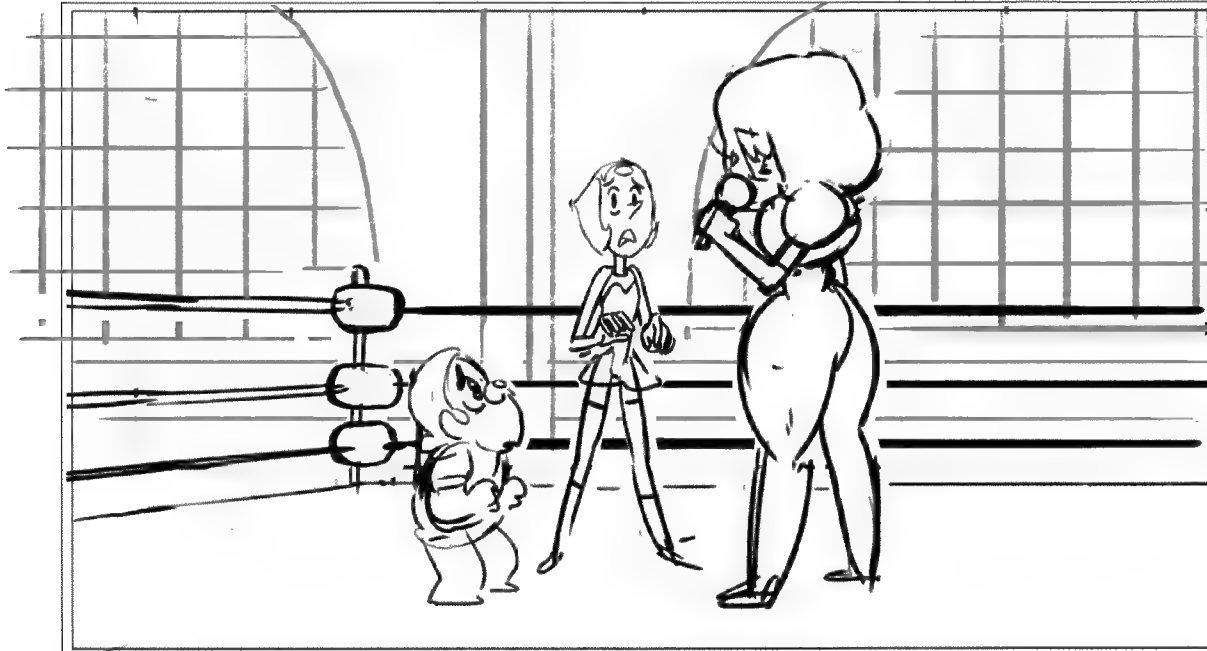
1020.011

1020.011

1020.011



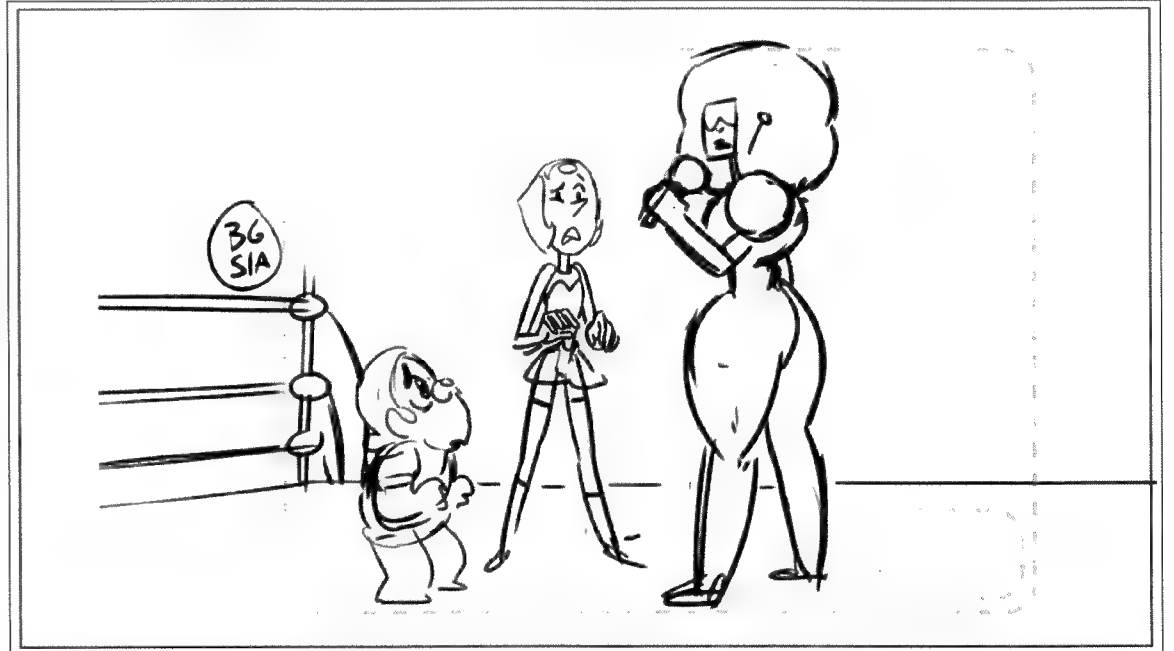
Scene	Panel
231	1



Dialog
GARNET: BECAUSE... WE ARE...

Slugging
2.10

Scene	Panel
231	2



Dialog
GARNET: ... THE NOTORIOUS...

Slugging
2.04

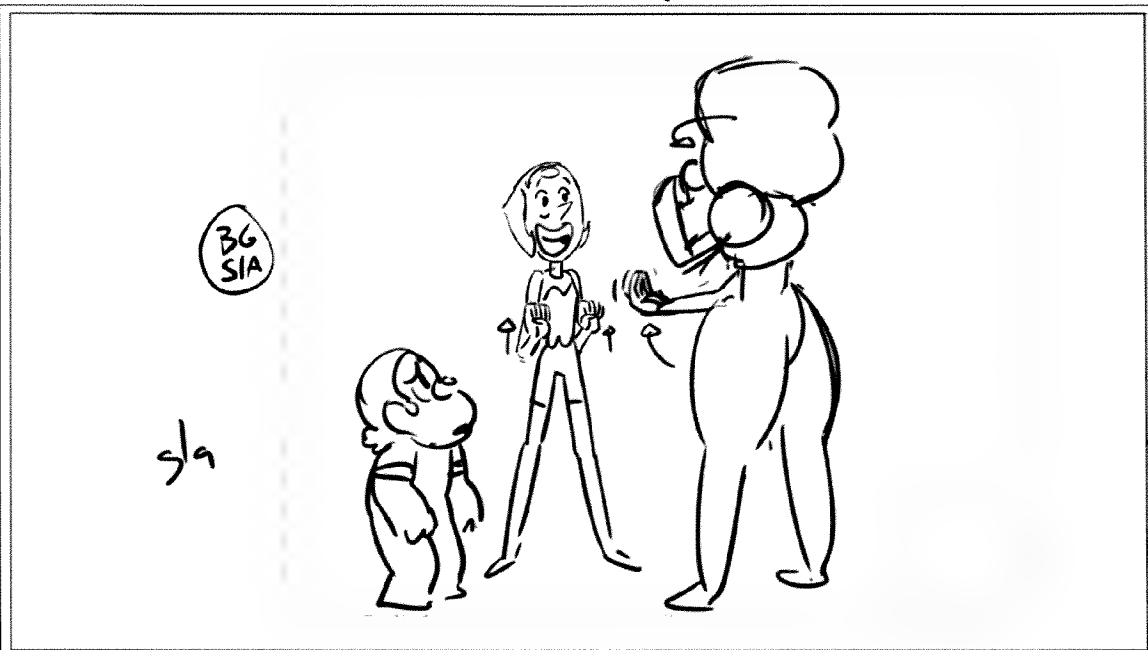
JUL 09 2013

1020.011

1020.011

1020.011

Scene	Panel
231	<i>cont</i> 3



Dialog

GARNET: ...ORDER... OF WRESTLING HATERS!

Action Notes

Garnet motions for Pearl to come over.

Slugging

4.03

Scene	Panel
231	<i>cont</i> 4



Dialog

PEARL: THAT'S RIGHT! UMMM... HAHA...

Action Notes

Pearl winks at Steven as she clasps the microphone in GARNET's hand

Slugging

3.14

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1020.011

1020.011

1020.011

Scene	Panel
231	CONT 5

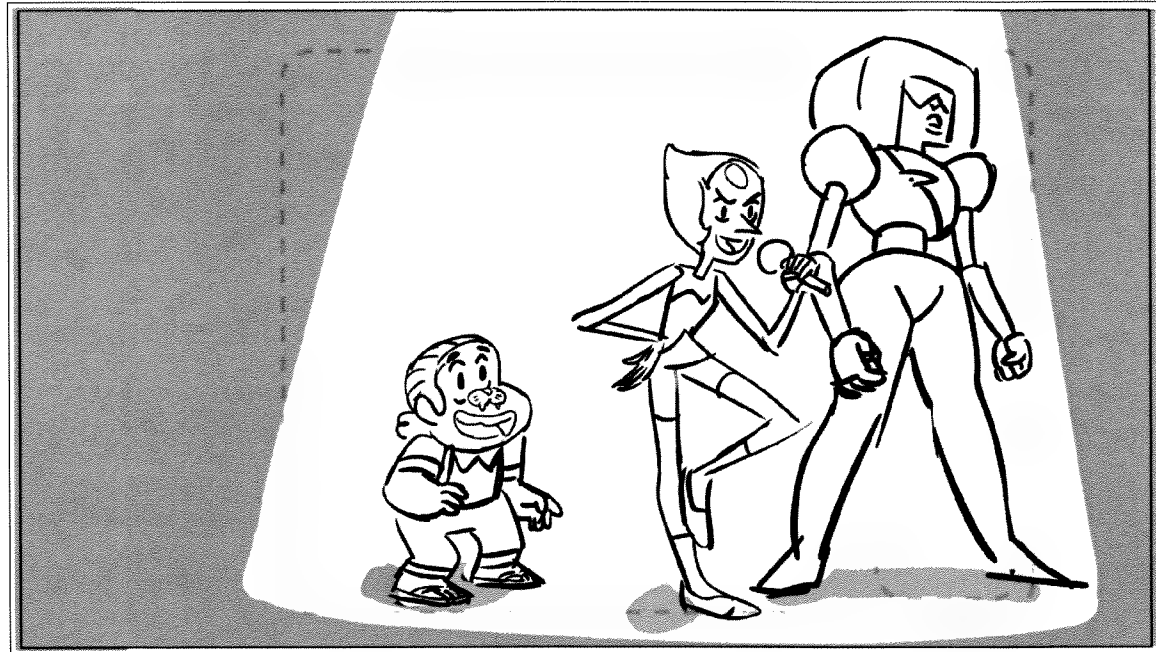


Dialog
PEARL: WE WANNA STOP ALL WRESTLING EVERYWHERE! HAHA!

Action Notes
Pearl speaks into the mic .

Slugging
4.01

Scene	Panel
231	CONT 6



Dialog
PEARL: ARE YOU GOING TO LET US DESTROY ALL WRESTLING? HAHA!

Action Notes
The lights switch off.

Slugging
5.07

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1020.011

1020.011

Scene	Panel
232	1

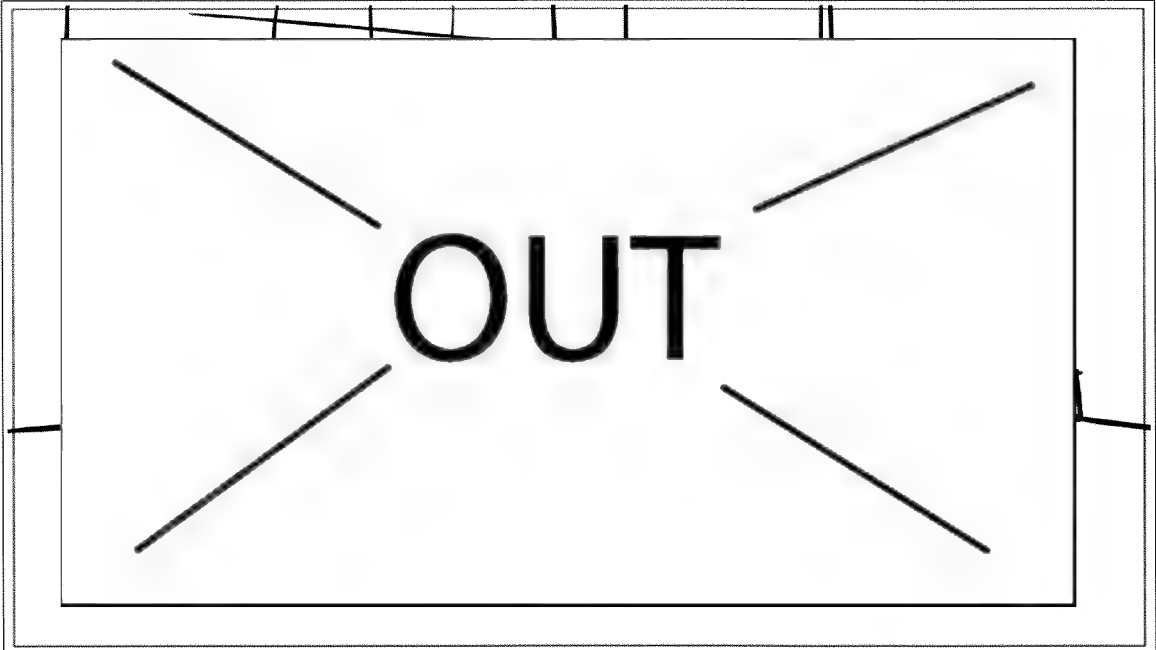


Dialog
LARS: YOU GOTTA SAVE WRESTLING!!

Action Notes
Lars yells.

Slugging
3.03

Scene	Panel
233	1



Dialog
LARS: C'MOOOOON!!

Slugging
Panels 1 + 2 = 1.15

Notes
H.U. Lars arm/hand to previous scene.

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1020.011

1020.011

Scene	Duration	Panel	Duration
233	08:00	1	01:00



Dialog

LARS: C?MOOOOON!!

Notes

H.U. Lars arm/hand to previous scene.

Scene	Duration	Panel	Duration
233	08:00	2	01:00



Dialog

LARS: C?MOOOOON!!

Action Notes

Lars lifts up sign...

Scene	Duration	Panel	Duration
233	08:00	3	01:00



Dialog

LARS: TI-GER! PU-MA!

Action Notes

cycle panels 3,4,5

Scene	Duration	Panel	Duration
233	08:00	4	01:00



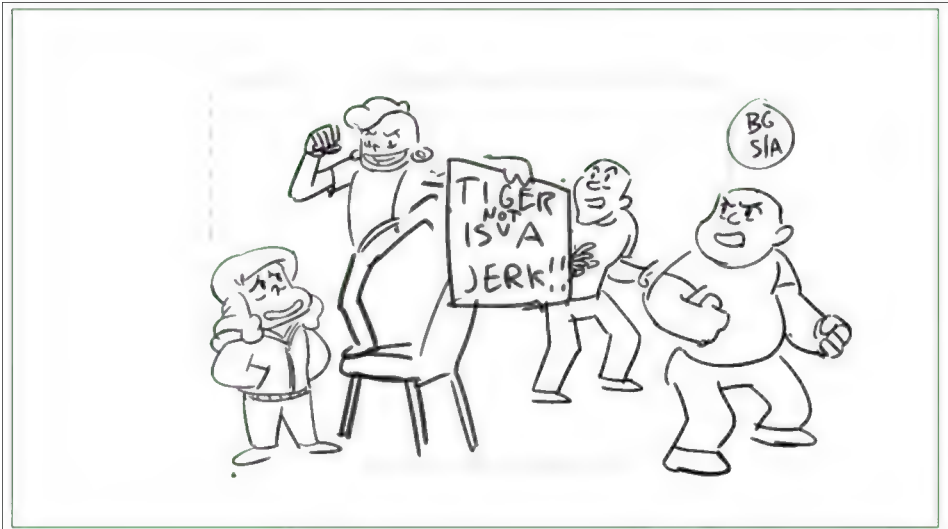
Dialog

LARS: TI-GER! PU-MA!

Action Notes

cycle panels 3,4,5

Scene	Duration	Panel	Duration
233	08:00	5	01:00



Dialog

LARS: TI-GER! PU-MA!

Action Notes

cycle panels 3,4,5

Scene	Duration	Panel	Duration
233	08:00	6	01:00



Dialog

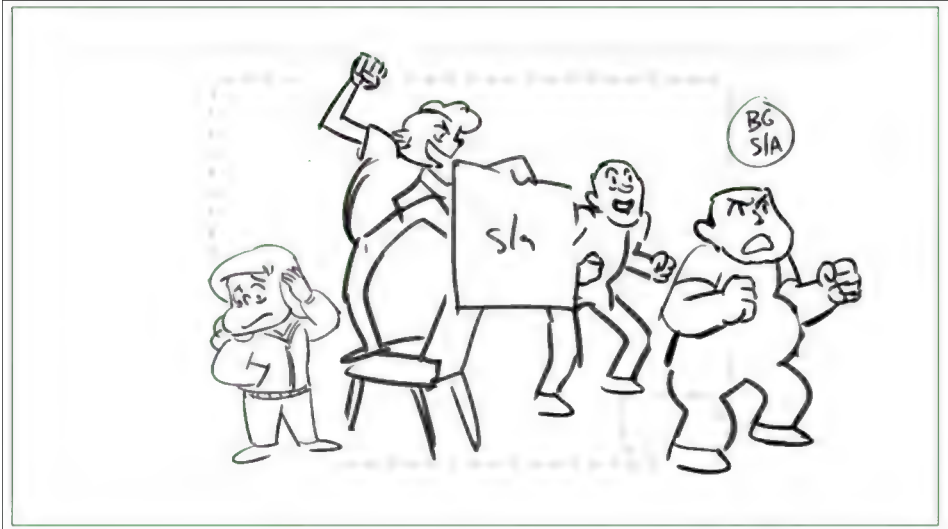
LARS: TI-GER! PU-MA!

CROWD: TI-GER! PU-MA!

Action Notes

cycle panels 6,7,8
Crowd joins in with the chant.

Scene	Duration	Panel	Duration
233	08:00	7	01:00



Dialog

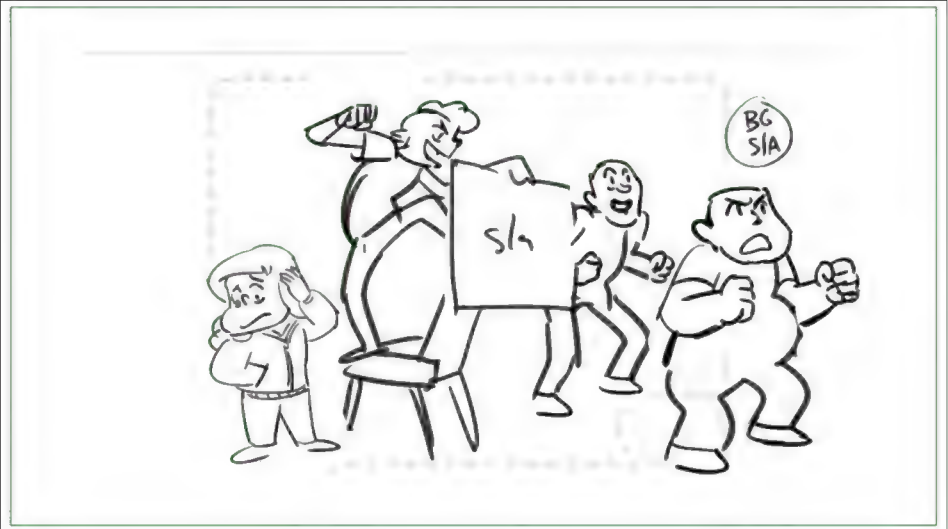
LARS: TI-GER! PU-MA!

CROWD: TI-GER! PU-MA!

Action Notes

cycle panels 6,7,8
Crowd joins in with the chant.

Scene	Duration	Panel	Duration
233	08:00	8	01:00



Dialog

LARS: TI-GER! PU-MA!

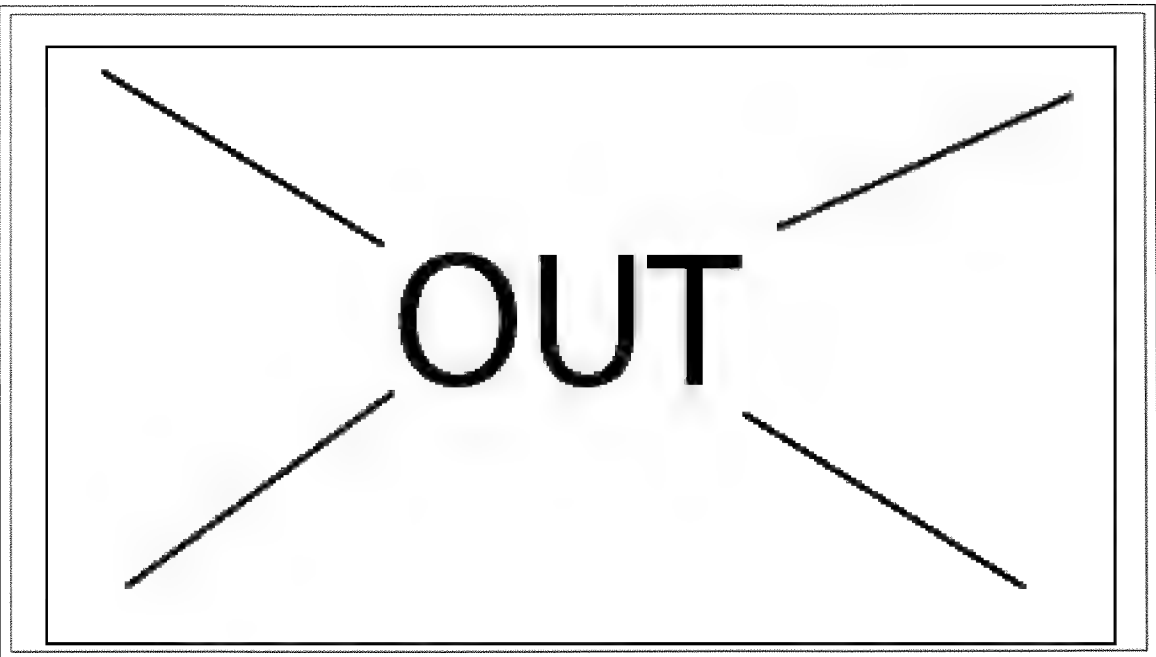
CROWD: TI-GER! PU-MA!

Action Notes

cycle panels 6,7,8
Crowd joins in with the chant.



Scene	Panel	
233	<i>cont</i>	8



Dialog

LARS: TI-GER! PU-MA!

CROWD: TI-GER! PU-MA!

Action Notes

cycle panels 6,7,8

Crowd joins in with the chant.

Scene	Panel	
234		1



Dialog

LARS: TI-GER! PU-MA!

CROWD: TI-GER! PU-MA!

Slugging

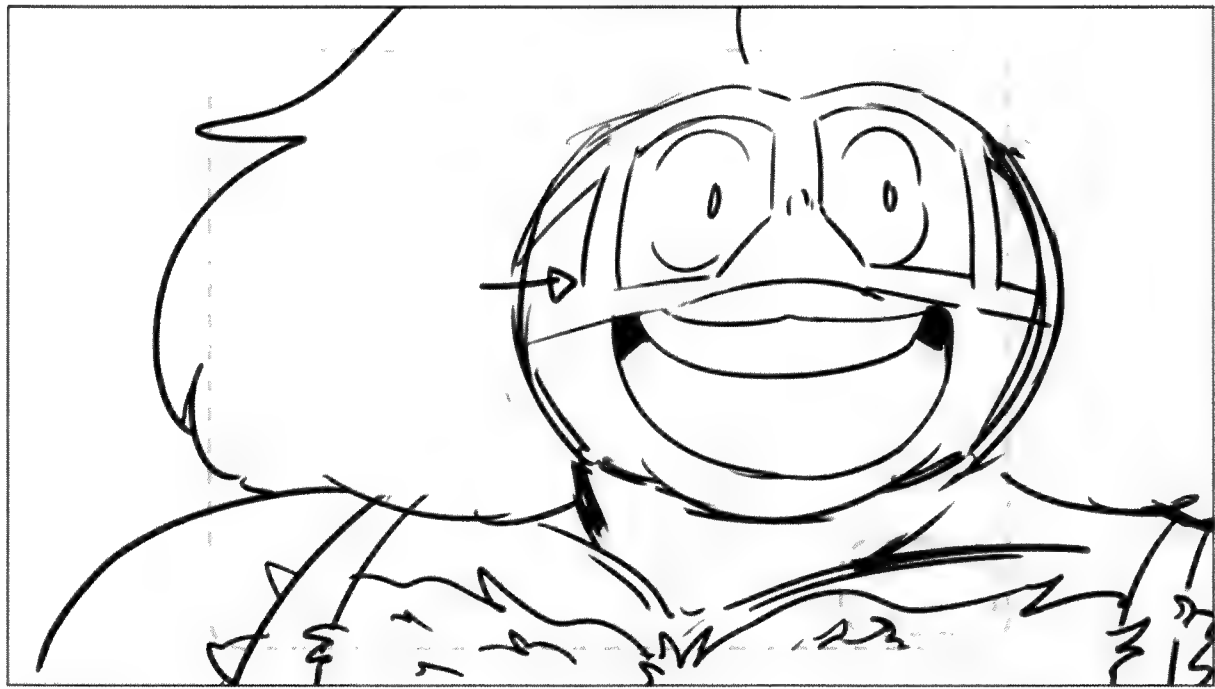
1.09

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1020.011

1020.011

Scene	Panel
234	<i>cont</i> 2



Dialog

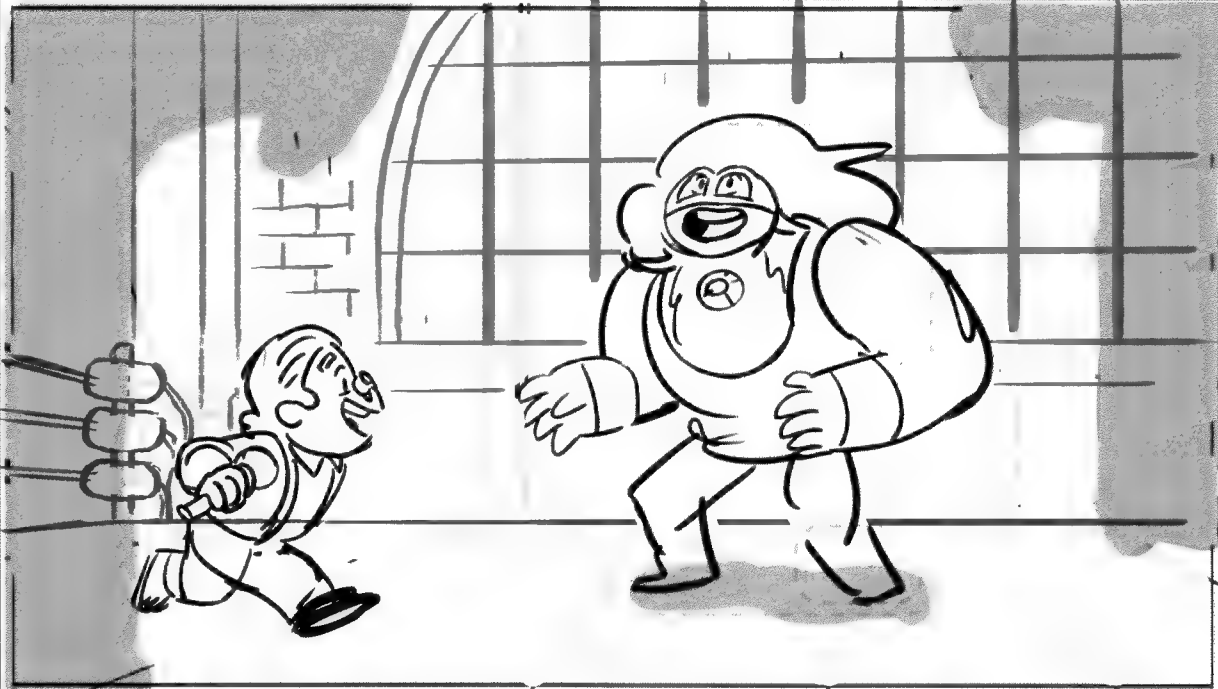
LARS: TI-GER! PU-MA!

CROWD: TI-GER! PU-MA!

Slugging

1.12

Scene	Panel
235	1



Action Notes

Steven runs IN screen left.

Slugging

0.07

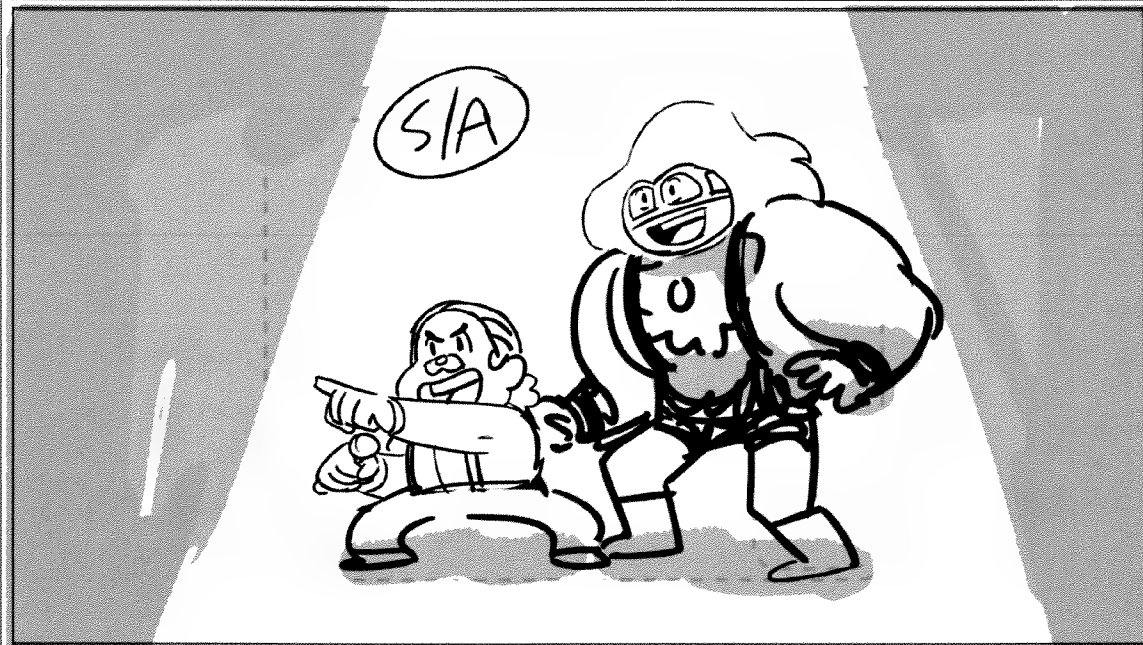
JUL 09 201.

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1020.011

1020.011

Scene	Panel
235	2



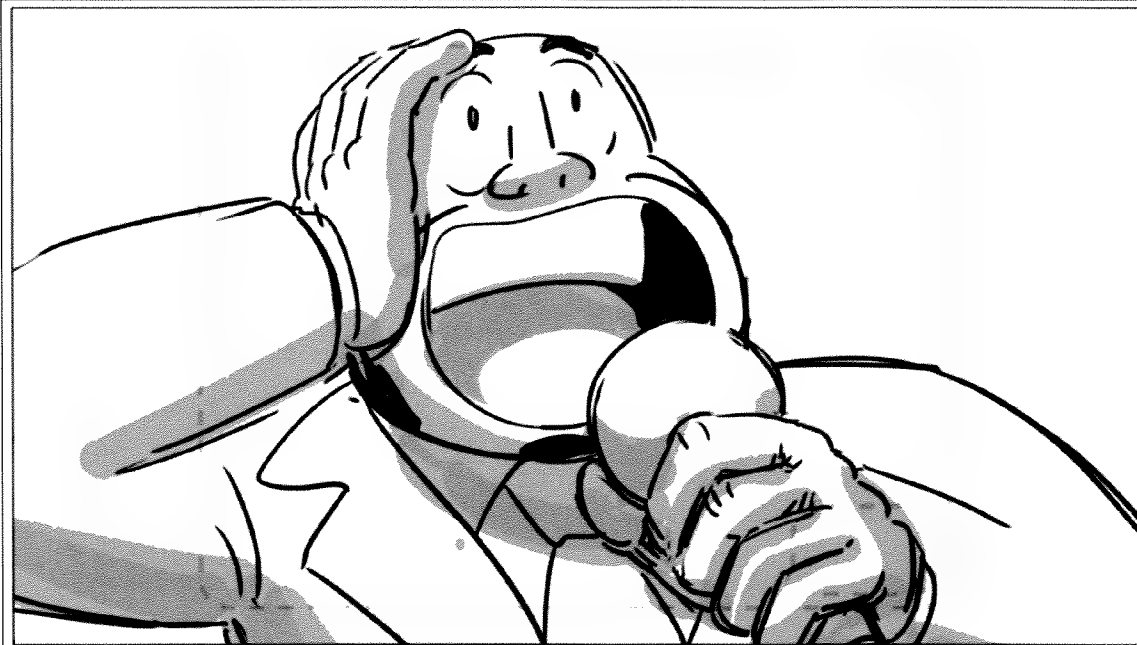
Dialog

STEVEN: WE'LL STOP YOU!

Slugging

2.08

Scene	Panel
236	1



Dialog

MR. SMILEY: WHAT A STUNNING TURN-AROUND!

Slugging

3.02

JUL 09 2013

1020.011

1020.011

1020.011

Scene	Panel
237	1

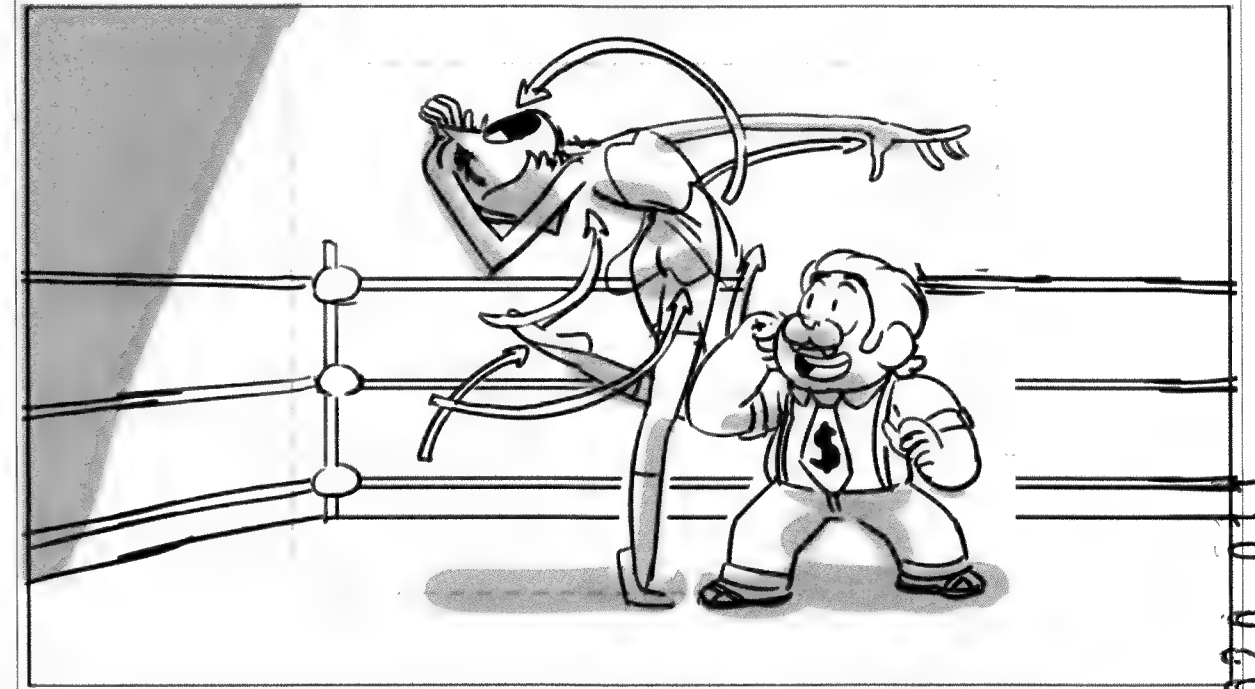


Dialog
MR. SMILEY (os): THE JUNGLE DUO...

Slugging
0.09



Scene	Panel
237	2



Dialog
MR. SMILEY (os): ... FIGHTING...

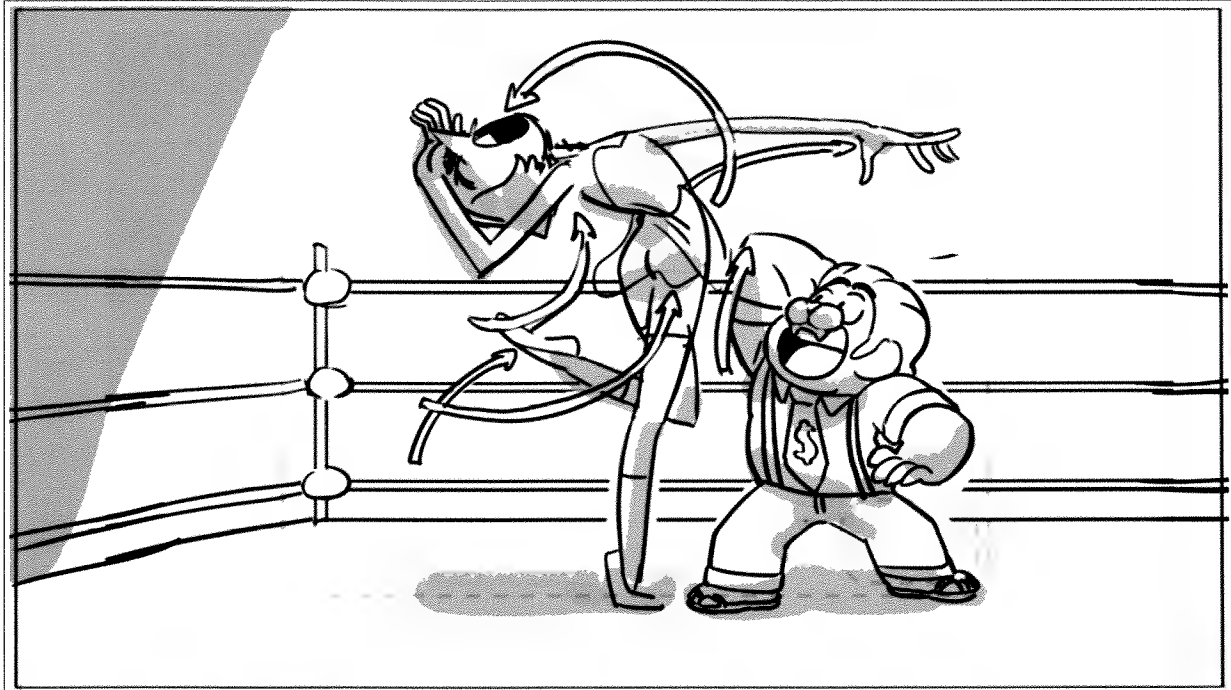
Action Notes
Steven clearly misses Pearl with a fake elbow attack.

Slugging
0.04

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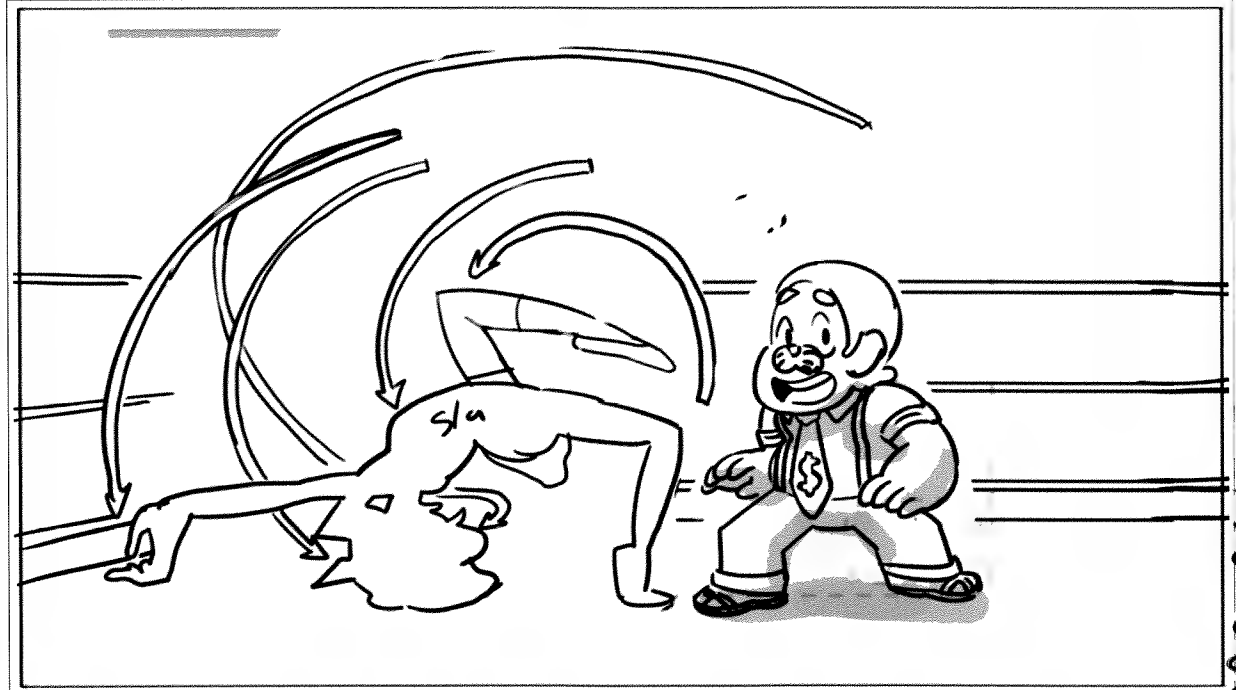
Scene Panel
237 *CONT* 3



Dialog
MR. SMILEY (os): ...BACK!

Slugging
0.06

Scene Panel
237 *CONT* 4



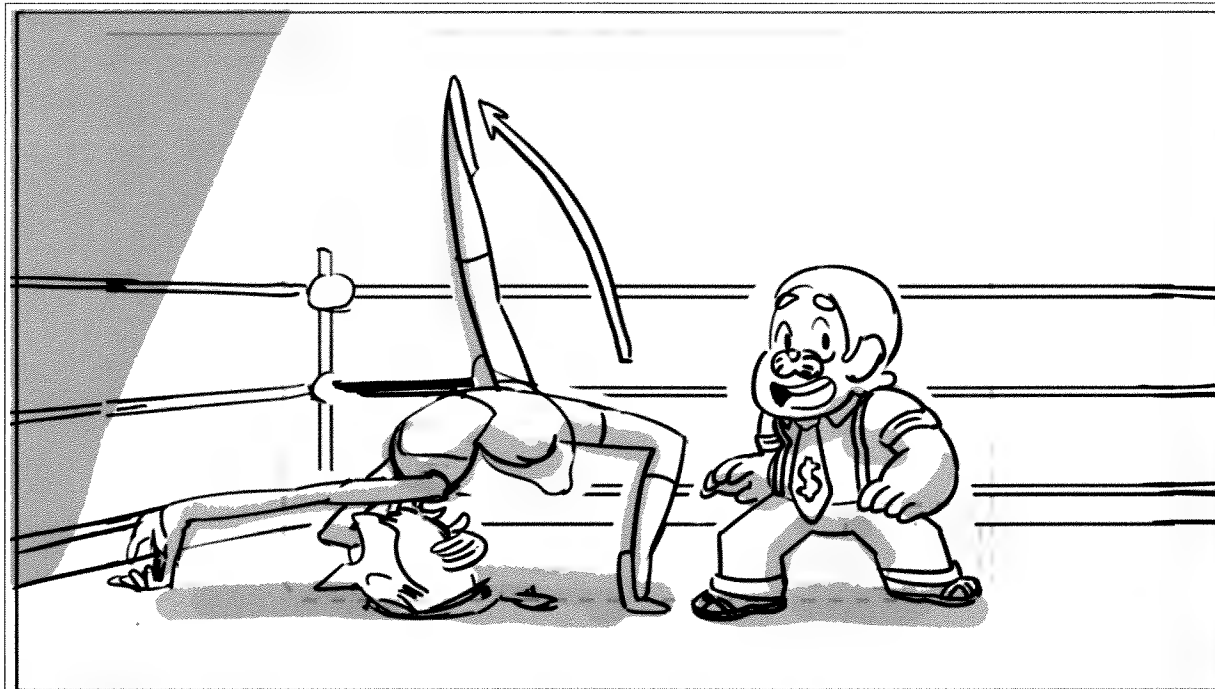
Slugging
0.04

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Scene Panel
237 *cont* 5



Slugging
0.15

Scene Panel
237 *cont* 6



Action Notes
Amethyst hand IN screen right.

Slugging
0.04

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1020-011

Scene	Panel
237	7



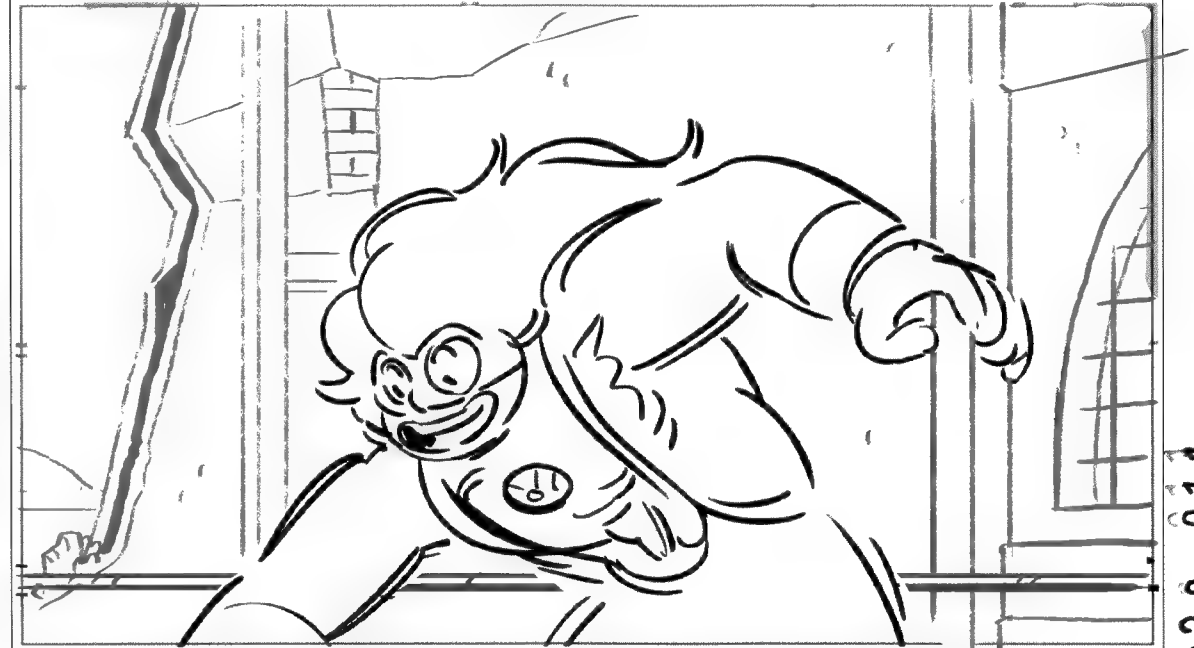
Action Notes

Amethyst hand grabs Steven and lifts him up.

Slugging

0.12

Scene	Panel
238	1



Slugging

Panels 1 + 2 = 1.00

Notes

H.U. to previous scene, pulling Steven up.

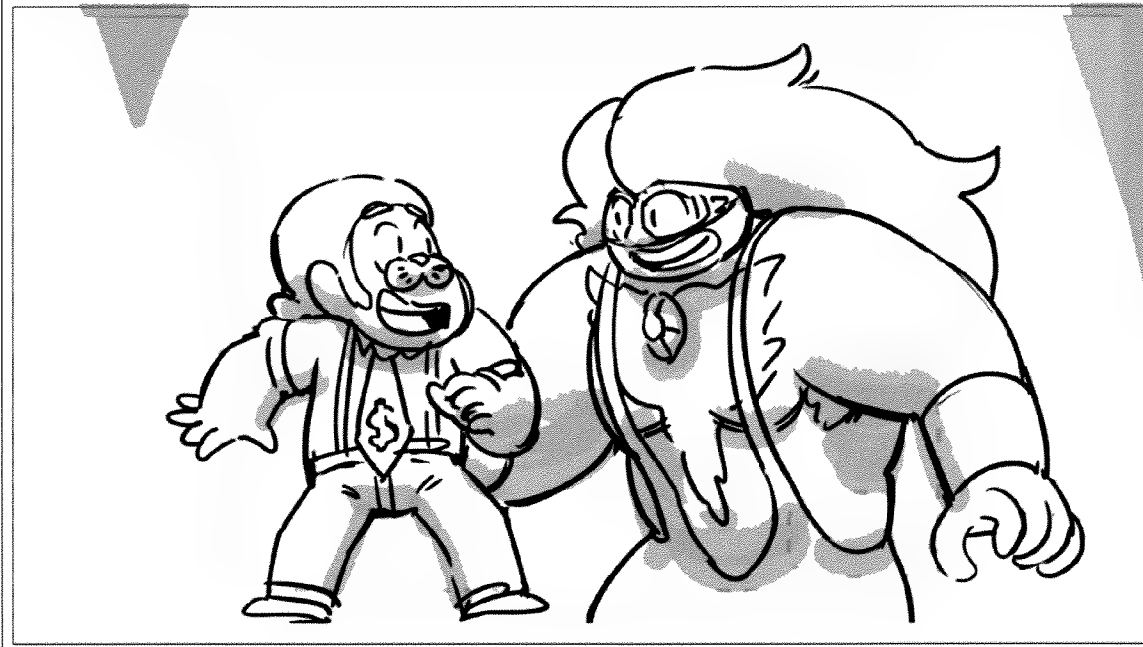
JUL 09 2013

1020.011

1020.011

1020.011

Scene	Panel
238	<i>CONT</i> 2



Notes
H.U. to previous scene, pulling Steven up.

Scene	Panel
238	<i>CONT</i> 3



Slugging
0.07

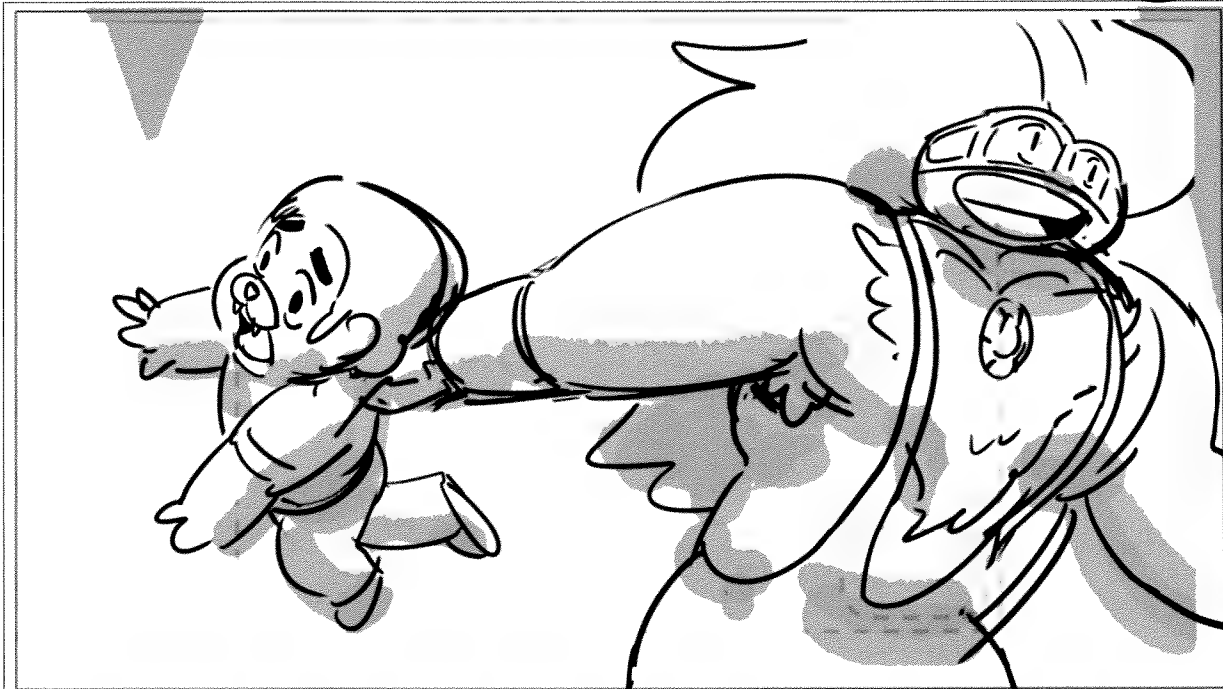
JUL 09 2013

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1020:011

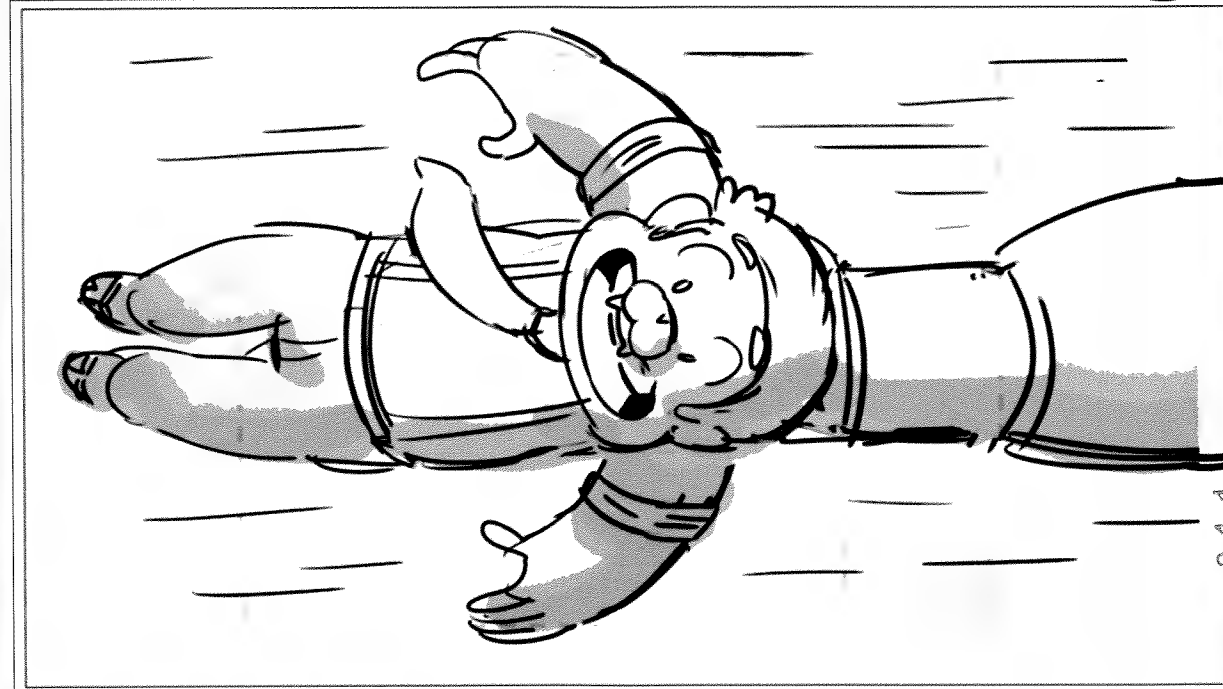
1020.011

Scene 238 Panel *CONT* *Pos A* 4



Slugging
0.04

Scene 238 Panel *CONT* *Pos B* 5



Action Notes
Background pans screen right to left.

Slugging
0.06

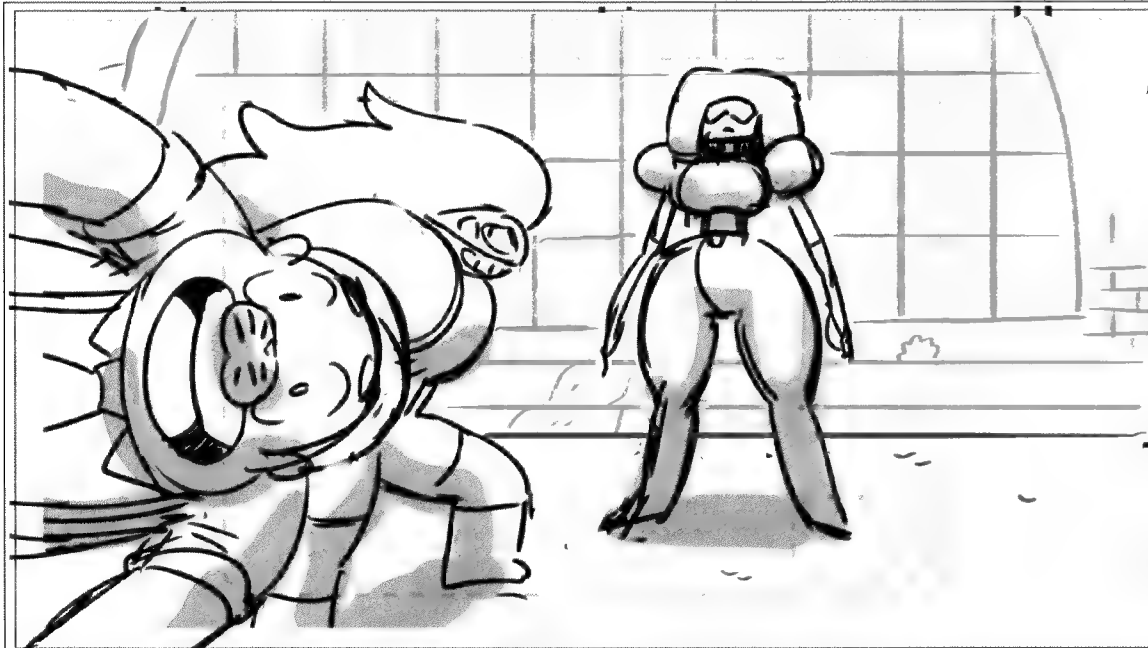
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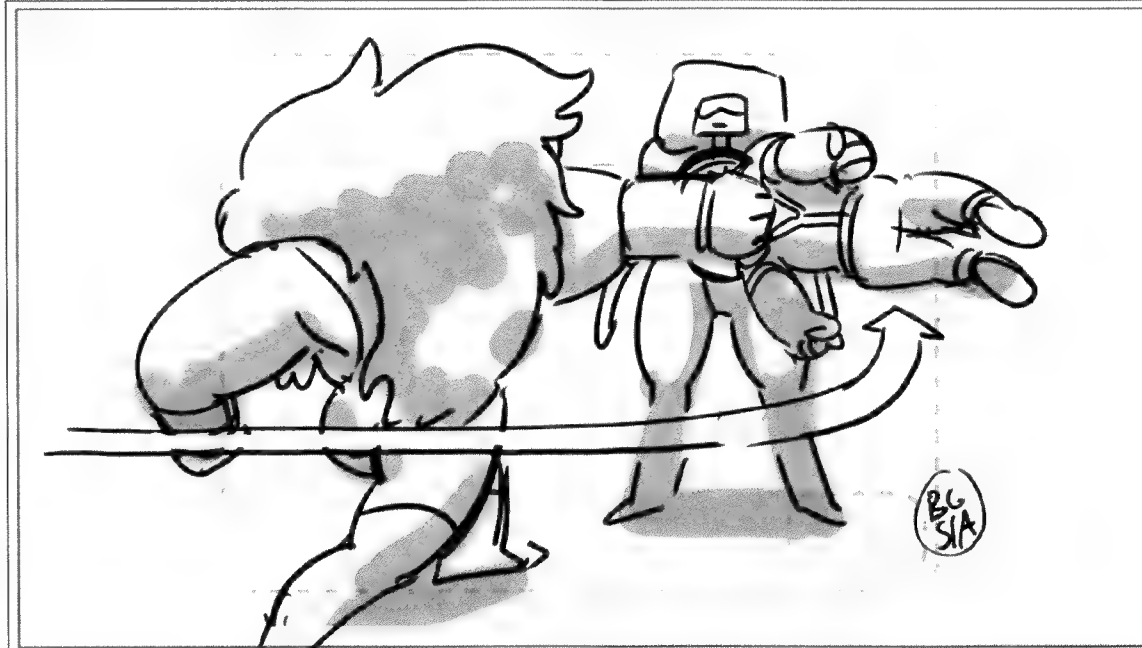
Scene	Panel
239	1



Action Notes
Steven IN from screen left.

Slugging
0.04

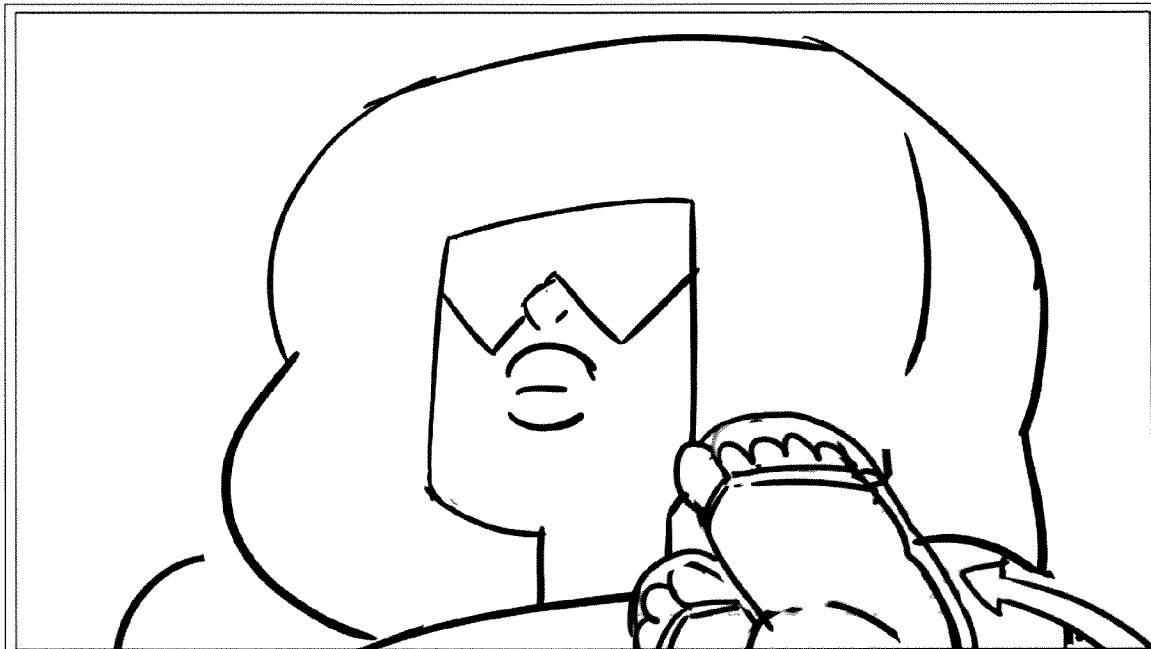
Scene	Panel
239	2



Slugging
0.04

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Scene	Panel
240	1



Action Notes

Stevens foot IN from bottom screen right.

Slugging

0.04

Scene	Panel
240	cont



Action Notes

Steven's feet clearly miss Garnet's head, she doesn't even react.

Slugging

0.04

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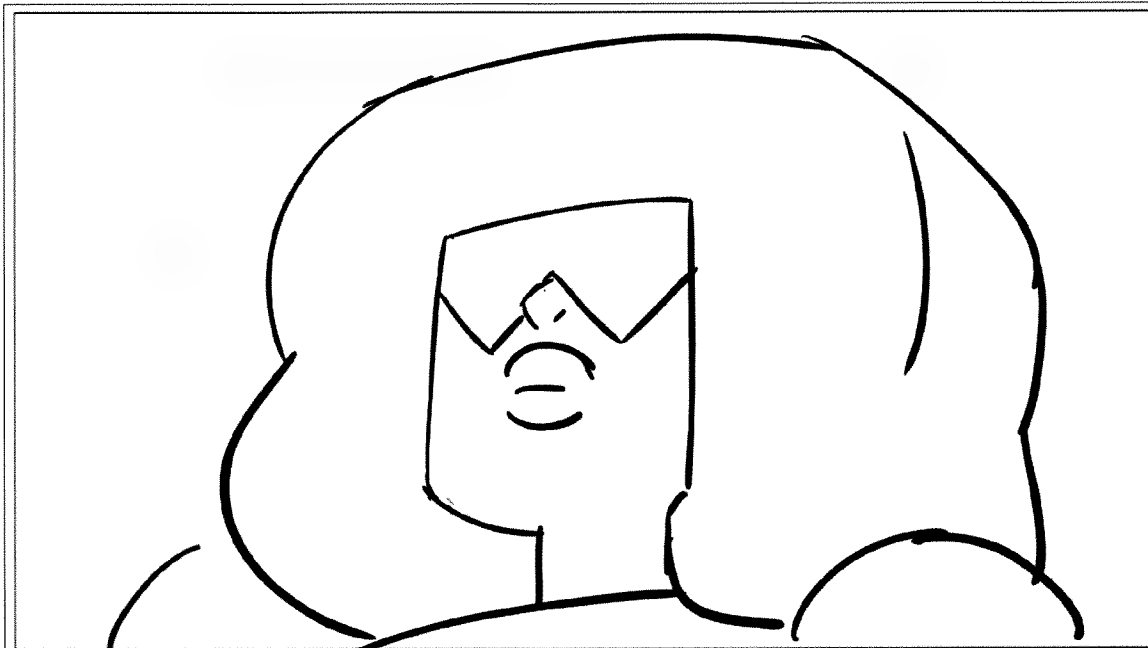
1020.011

1020.011

1020.011



Scene	Panel	
240	cont	3



Action Notes
Steven's foot out bottom screen right.

Slugging
1.02

Scene	Panel	
240	cont	4



Action Notes
Garnet falls backwards.

Slugging
0.10

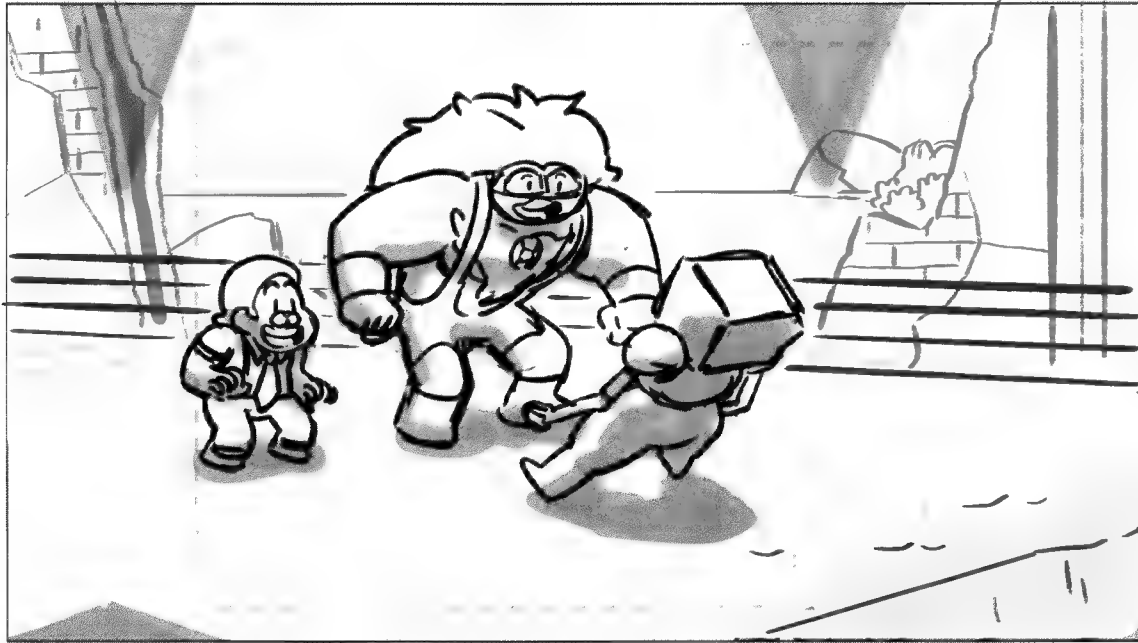
JUL 09 2013

1020.011

1020.011

1020.011

Scene	Panel
241	1



Dialog

MR. SMILEY (os): AND THEY'VE TAKEN DOWN...

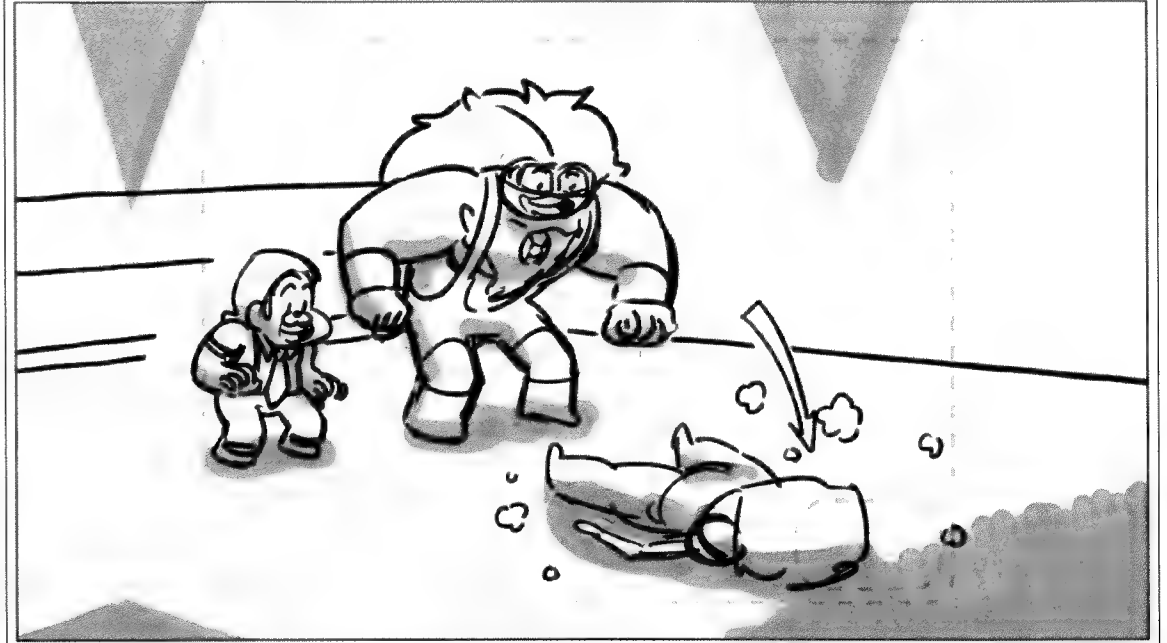
Action Notes

Garnet continues to fall backwards.

Slugging

0.12

Scene	Panel
241	2



Dialog

MR. SMILEY (os): ...CAPTAIN SQUARE!

Slugging

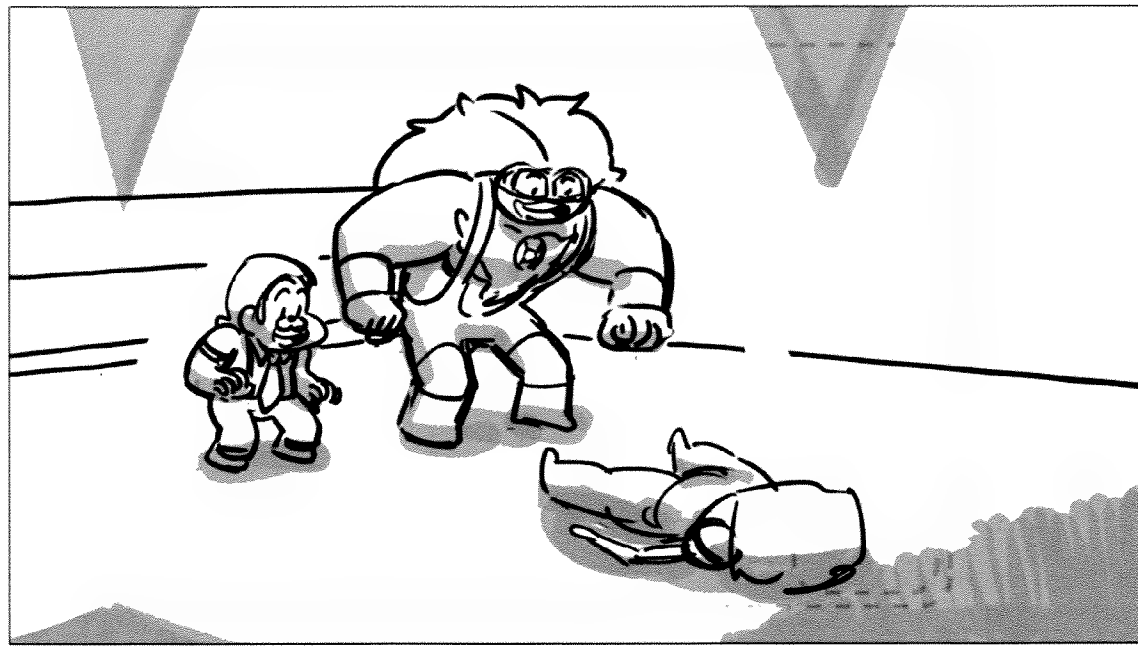
Panels 2 + 3 = 2.13

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1020.011

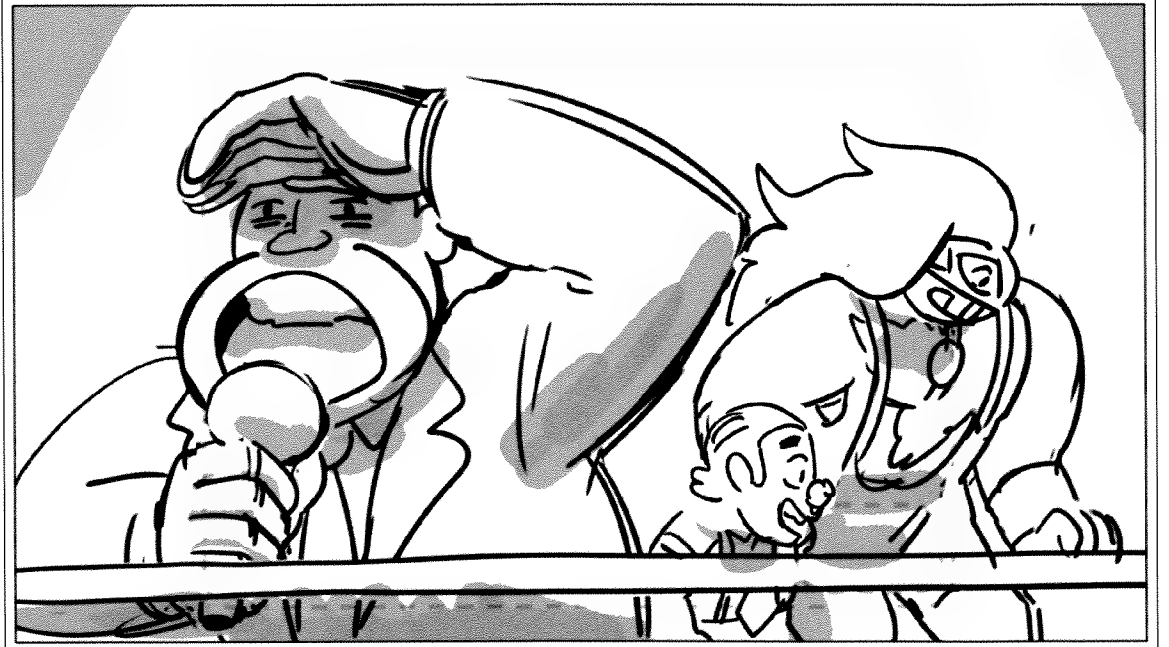
Scene	Panel
241	3



Dialog

MR. SMILEY (os): ...CAPTAIN SQUARE!

Scene	Panel
242	1



Dialog

MR. SMILEY: BUT WAIT WAIT.

Action Notes

Steven and Amethyst turn to look O/S towards what Mr. Smiley is looking at.

Slugging

Panels 1 + 2 = 2.01

Notes

H.U. to previous scene, Steven and Amethyst looking forward.

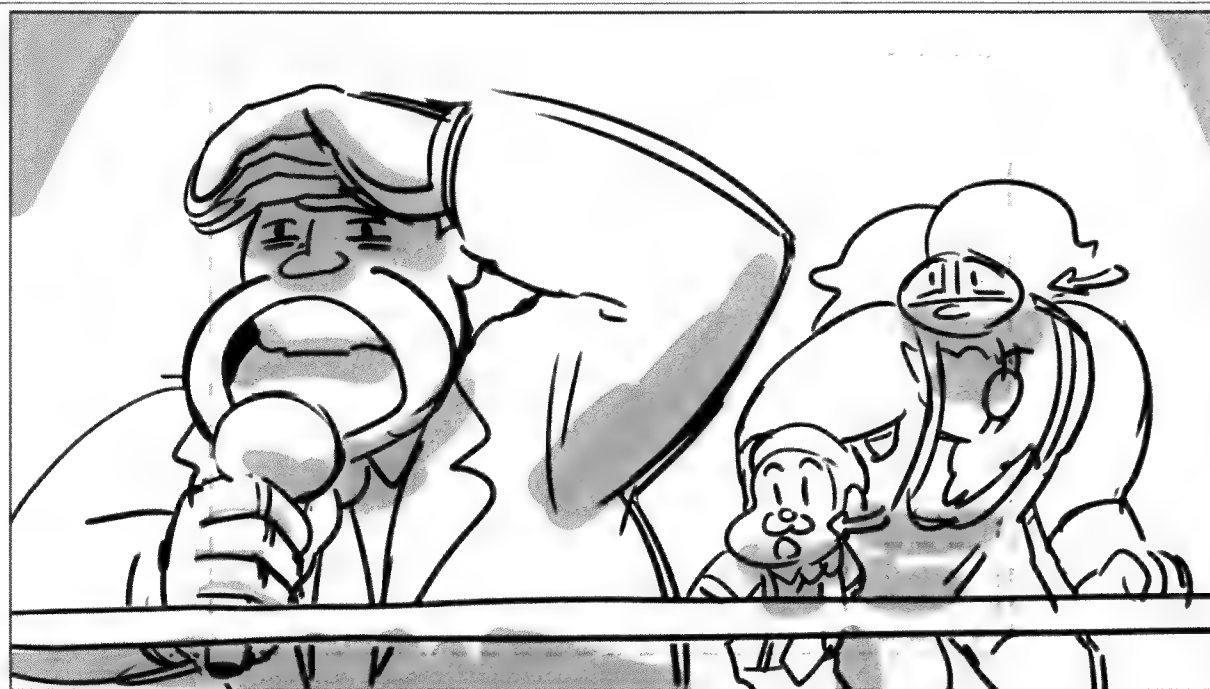
JUL 09 2013

1020.011

1020.011

1020.011

Scene 242 Panel 2

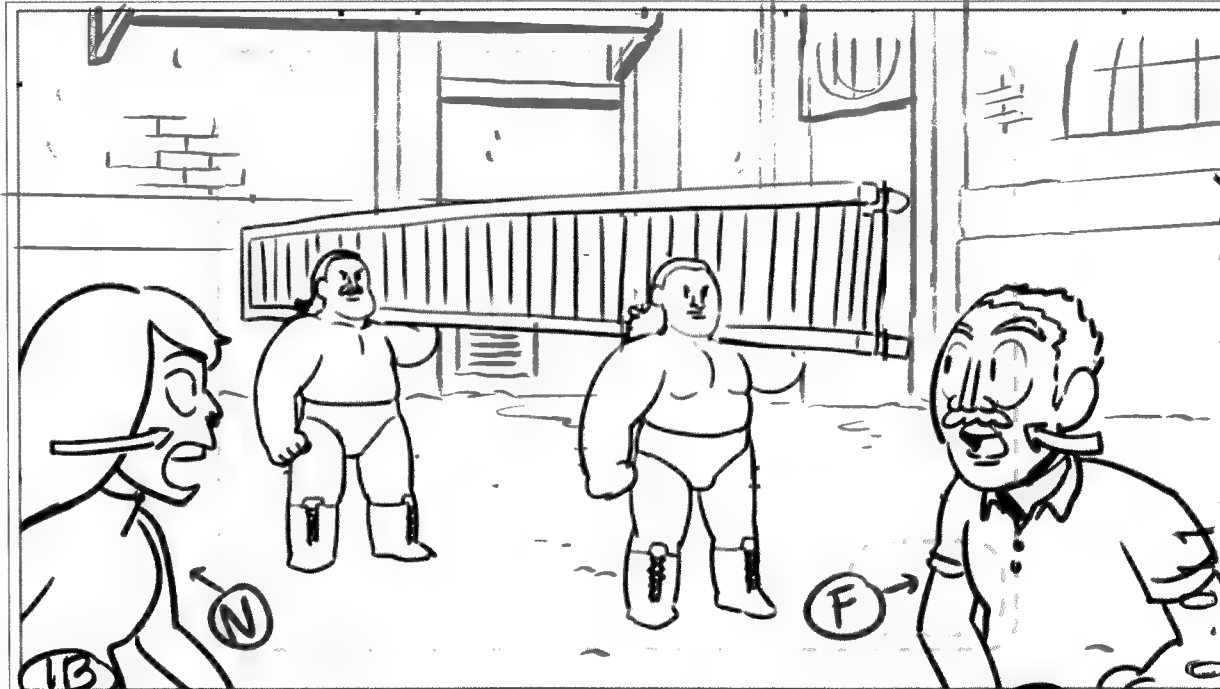


Dialog
MR. SMILEY: BUT WAIT WAIT.

Action Notes
Steven and Amethyst turn to look O/S towards what Mr. Smiley is looking at.

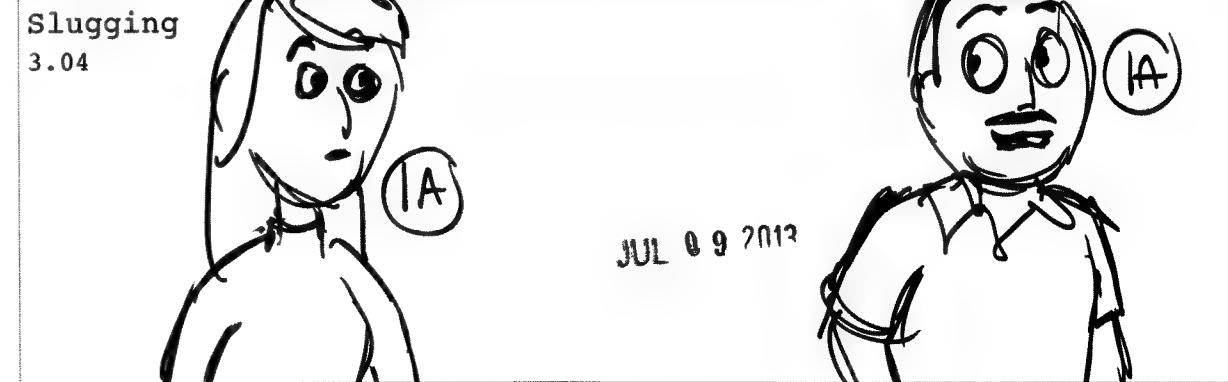
Notes
H.U. to previous scene, Steven and Amethyst looking forward.

Scene 243 Panel 1



Dialog
MR. SMILEY (os): IT'S THE GOOD LOOKING GANG WITH A LADDER!

Action Notes
Everyone turns to look at the good looking gang.



Slugging
3.04

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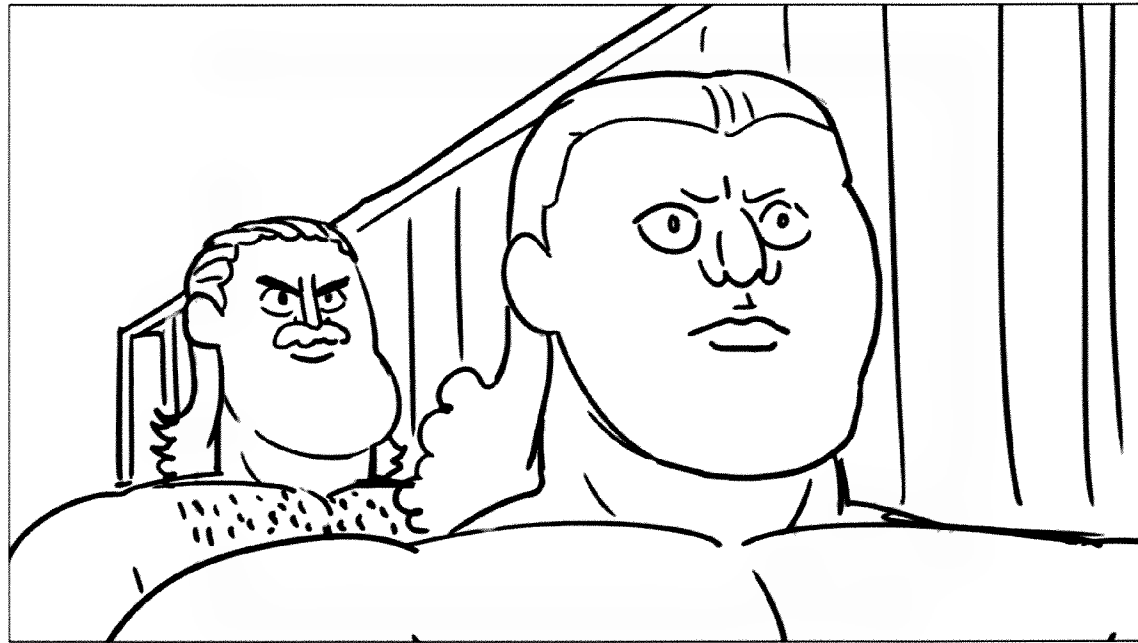
1020.011

1020.011

1020.011



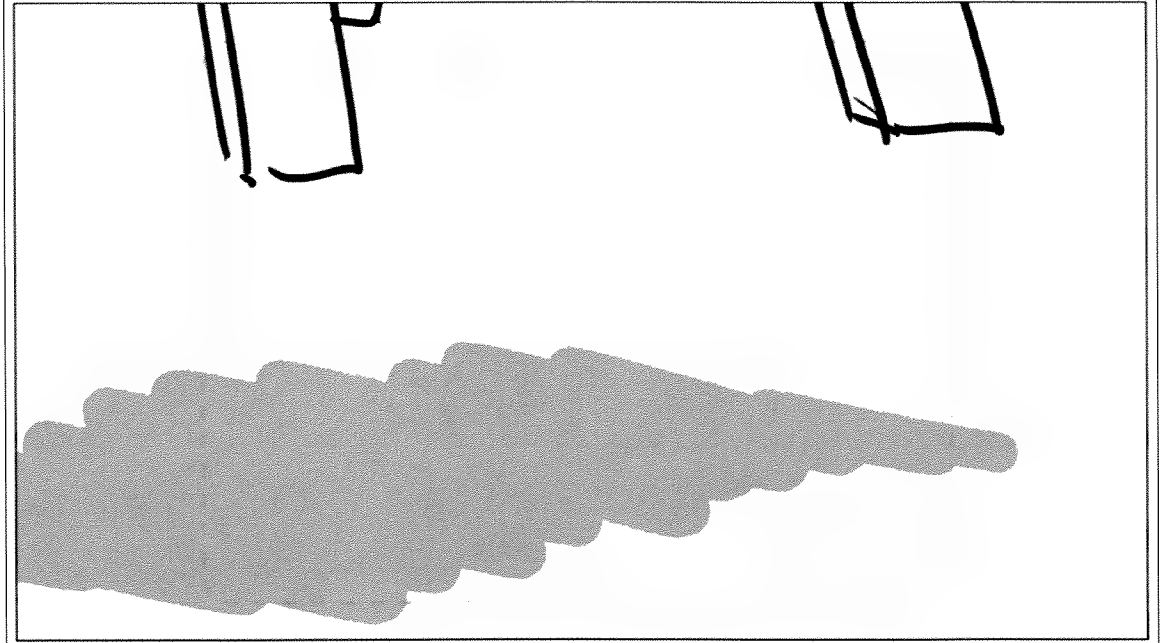
Scene	Panel
244	1



Dialog
MR. SMILEY (os): ARE THEY PLANNING TO STEAL THE BELT!?

Slugging
2.07

Scene	Panel
245	1



Action Notes
Ladder IN from top.

Slugging
0.05

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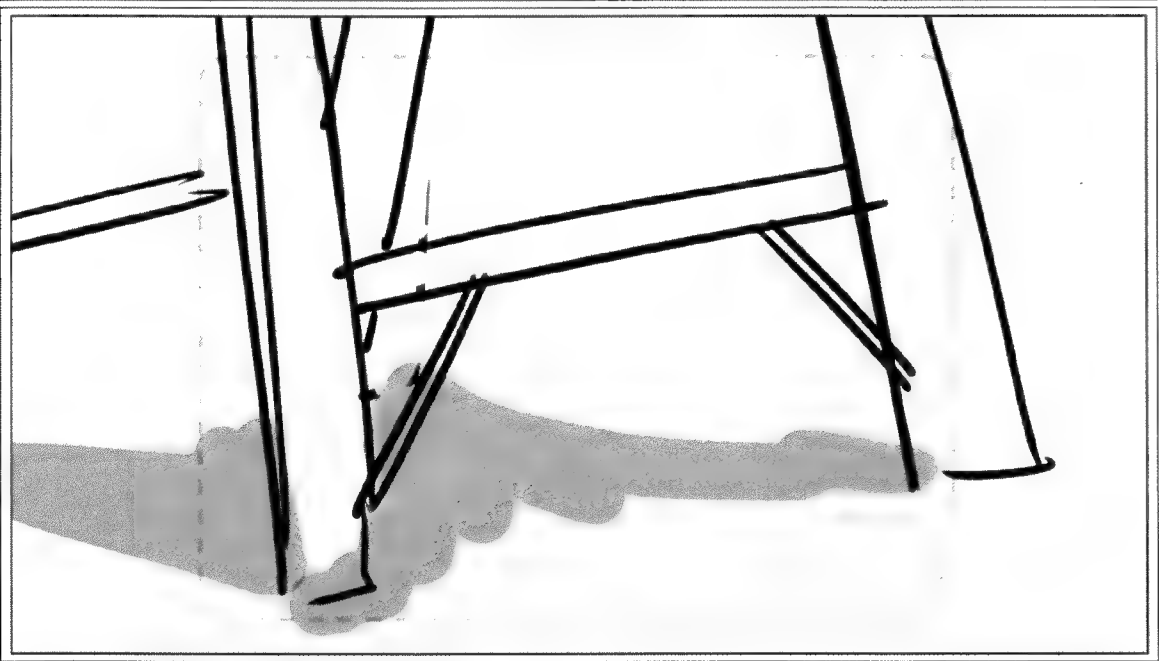
1020.011

1020.011

1020.011



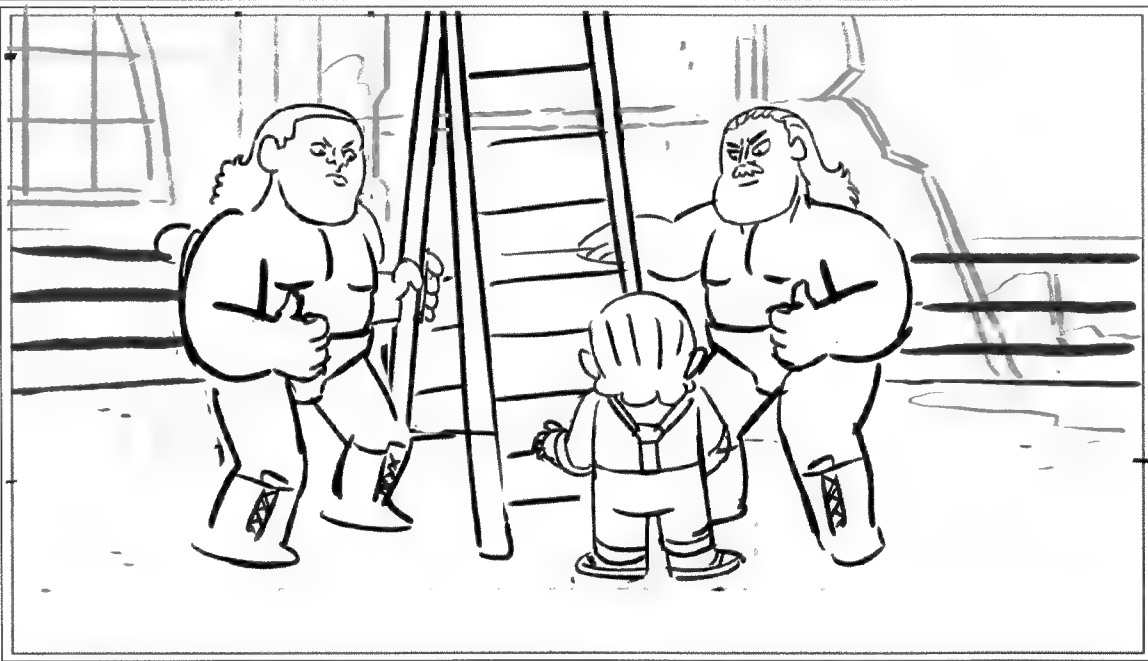
Scene	Panel
245	CONT 2



Dialog
MR. SMILEY (os): NO!!

Slugging
1.06

Scene	Panel
246	1



Dialog
MR. SMILEY (os): OOH! THEY'RE ACTUALLY...

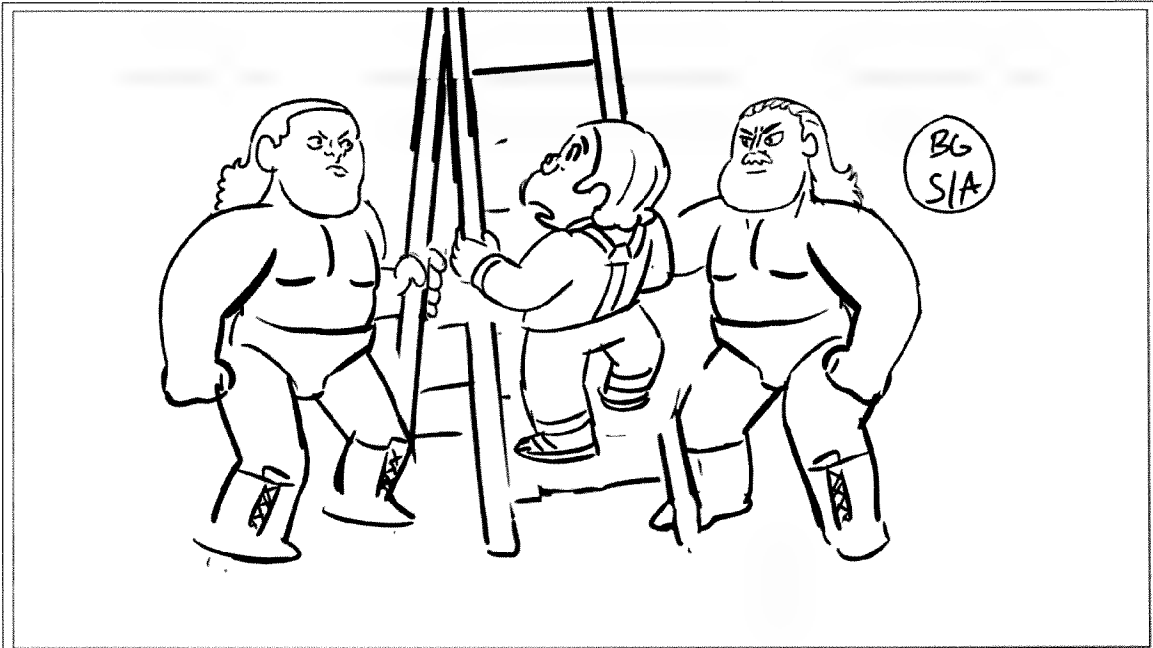
Slugging
1.03

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1020.011

1020.011

Scene	Panel
246	CONT 2



Dialog

MR. SMILEY (os): ... HELPING TIGER UP!

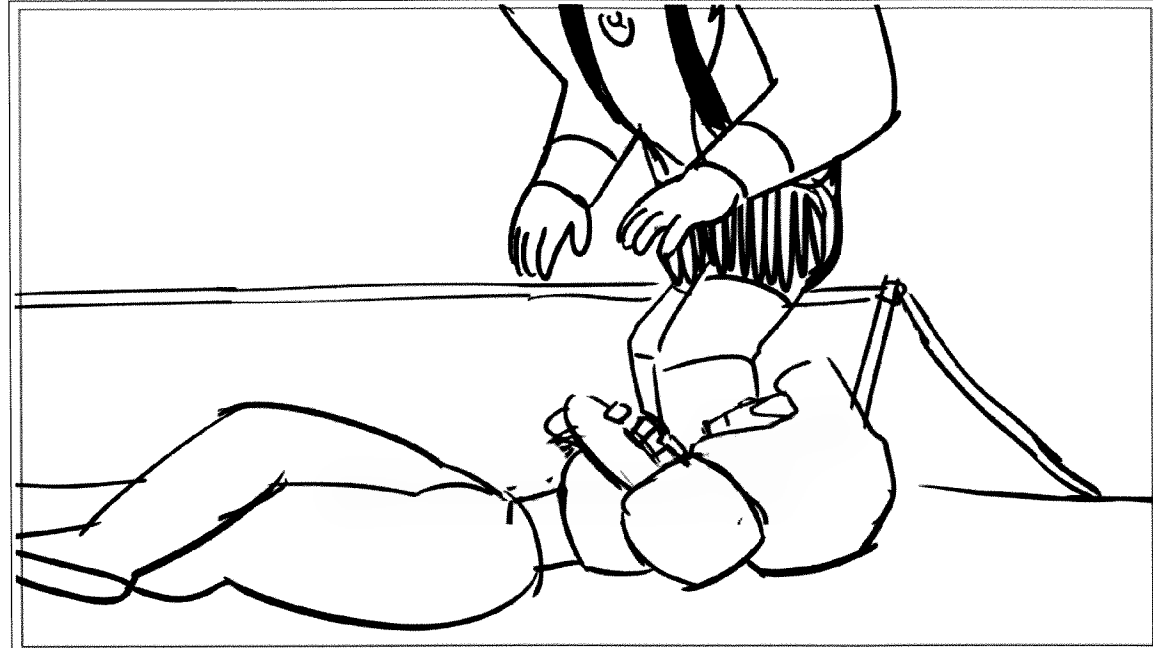
Action Notes

Steven climbs the ladder.

Slugging

2.01

Scene	Panel
247	1



Dialog

MR. SMILEY (os): HE'S CLIMBING AN ...

Slugging

2.00

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1020.011

1020.011

1020.011

Scene	Panel
247	CONT 2



Dialog

AMETHYST: SORRY FOR... UM...

MR. SMILEY (os): ...ACTUAL...

Action Notes

Amethyst squats down.

Slugging

2.05

Scene	Panel
247	CONT 3



Dialog

AMETHYST: SORRY.

MR. SMILEY (os): ... CORPORATE LADDER.

Slugging

1.15

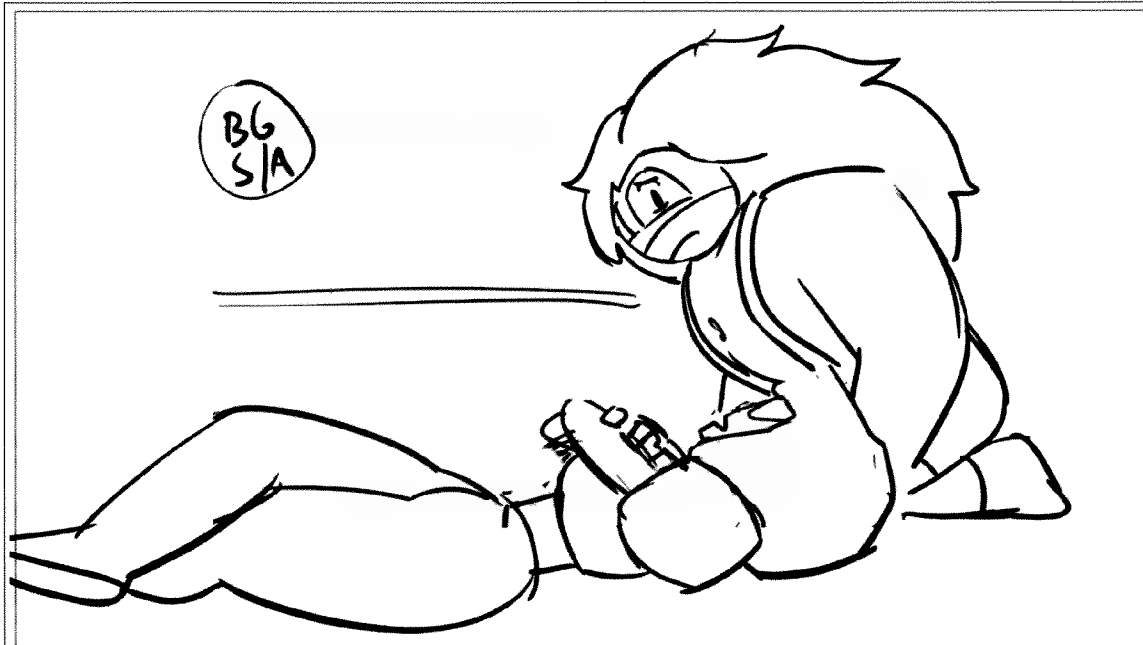
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1020.011

1020.011

1020.011

Scene	Panel
247	4



Dialog

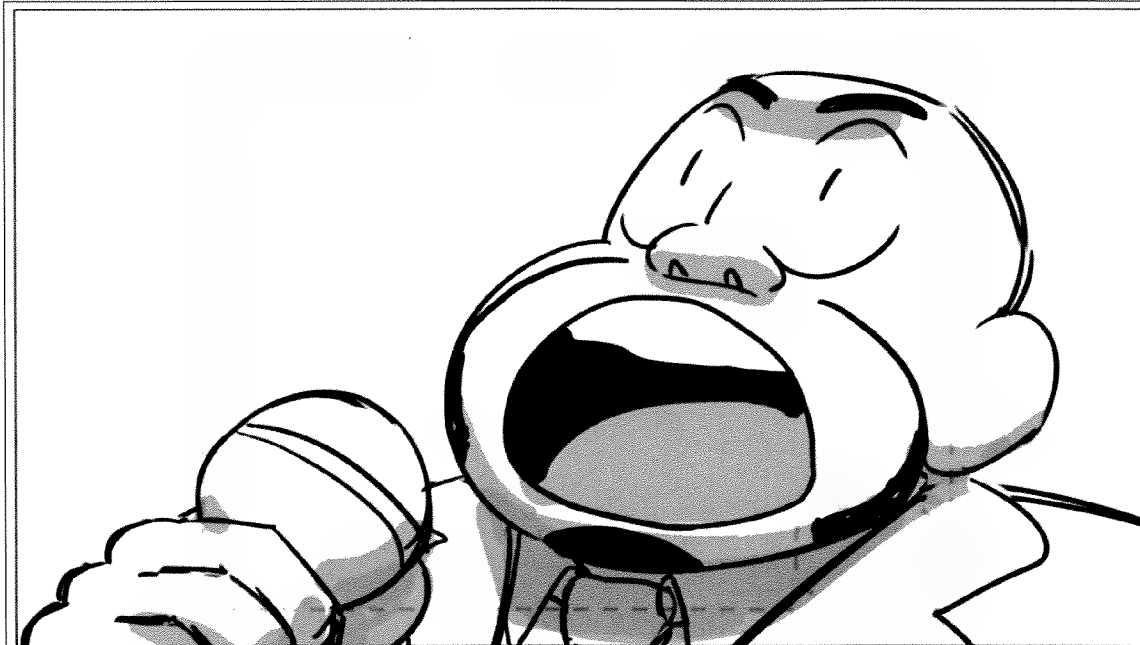
GARNET: SAME HERE.

MR. SMILEY (os): I THOUGHT I'D NEVER LIVE TO SEE THIS.

Slugging

1.14

Scene	Panel
248	1



Dialog

MR. SMILEY: TIGER MILLIONAIRE...

Slugging

1.09

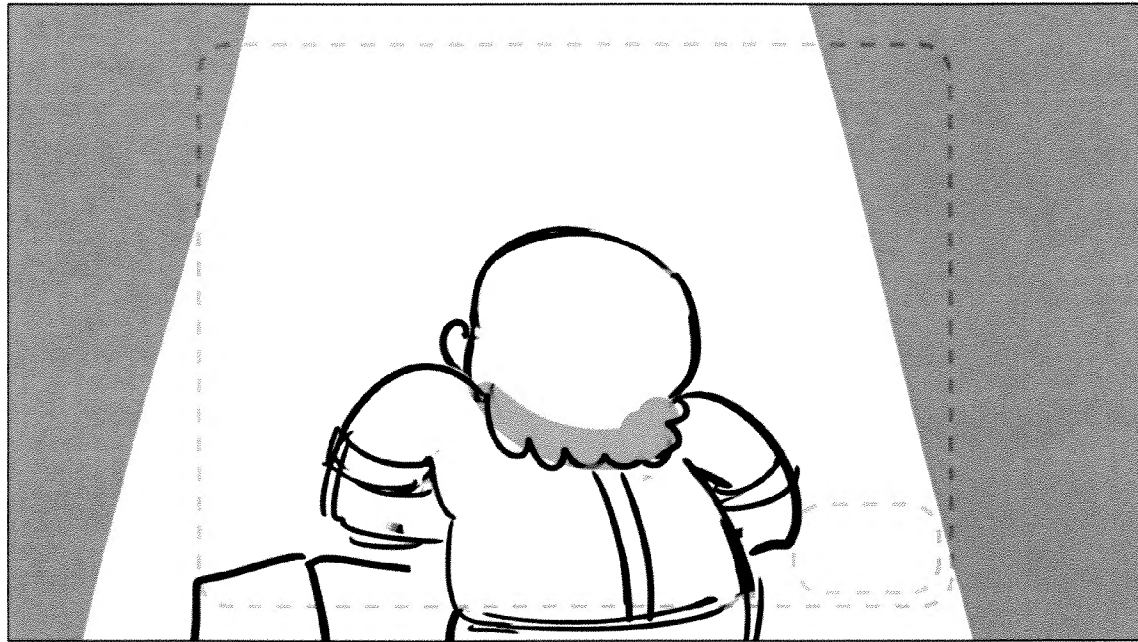
JUL 09 2011

1020.011

1020.011

1020.011

Scene	Panel
249	1



Dialog

MR. SMILEY (os): ...HAS CLAIMED...

Slugging

0.13

Scene	Panel
249	2

CONT

Dialog

MR. SMILEY (os): ... THE TAG TEAM BELTS!

Slugging

2.07

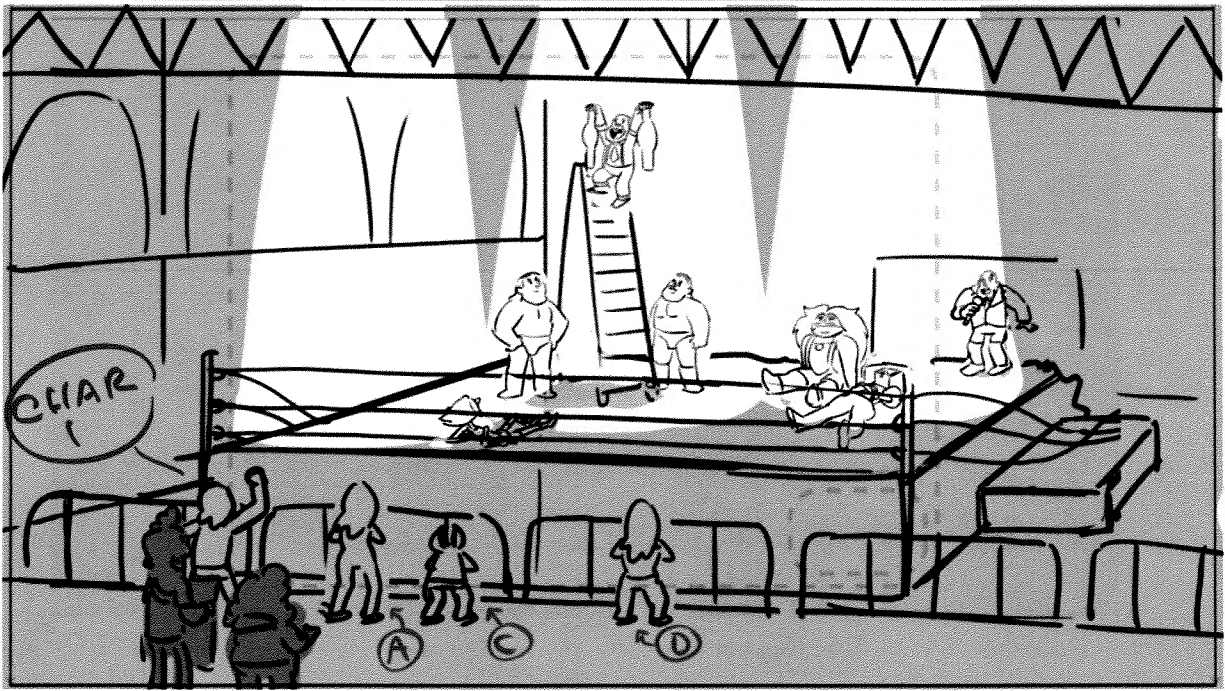
JUL 09 2012

1020.011

1020.011

1020.011

Scene	Panel
250	1



Dialog

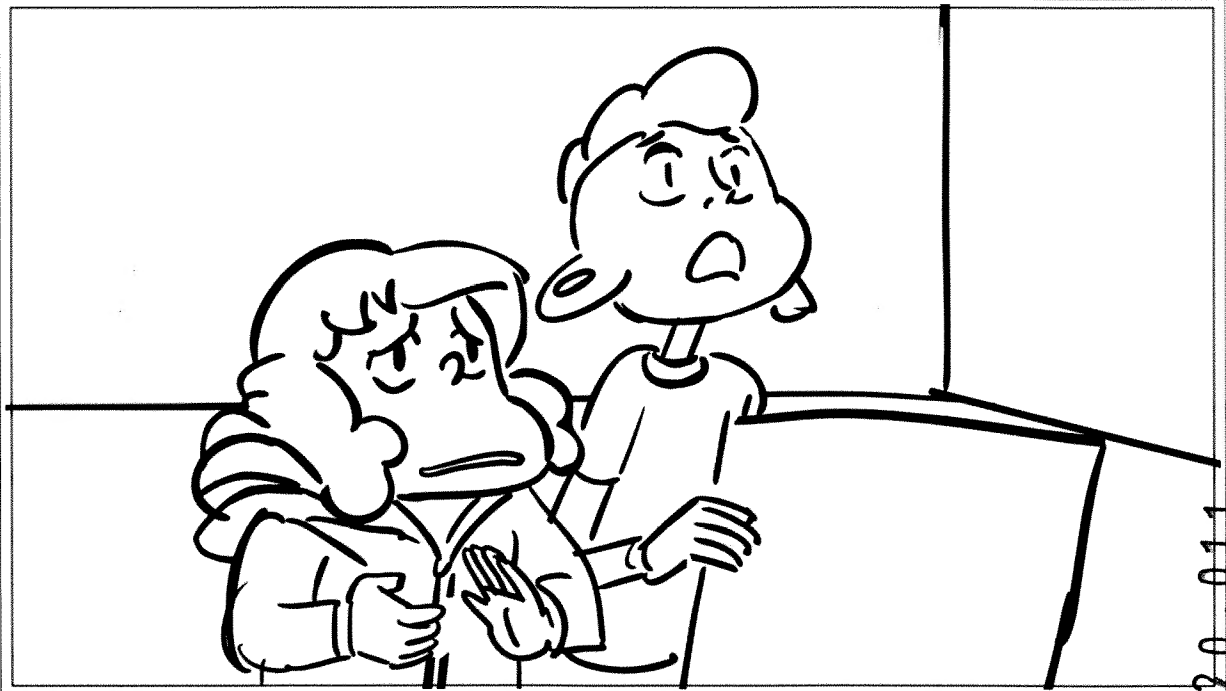
MR. SMILEY: TIGER AND PUMA HAVE WON THE CHAMPIONSHIP AND SAVED WRESTLING!!!

CROWD: <CHEERS AND APPLAUDS>

Slugging

6.14

Scene	Panel
251	1



Dialog

SADIE: LARS, I'M REALLY CONFUSED.

Action Notes

Sadie clapping confusedly. (slowly cycle panels 1-2 through scene)

Slugging

Panel 1 + 2 = 3.03

JUL 09 2012

1020.011

1020.011

1020.011

Scene	Panel
251	2

CONT

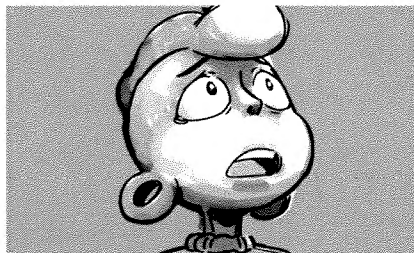


Dialog

SADIE: LARS, I'M REALLY CONFUSED.

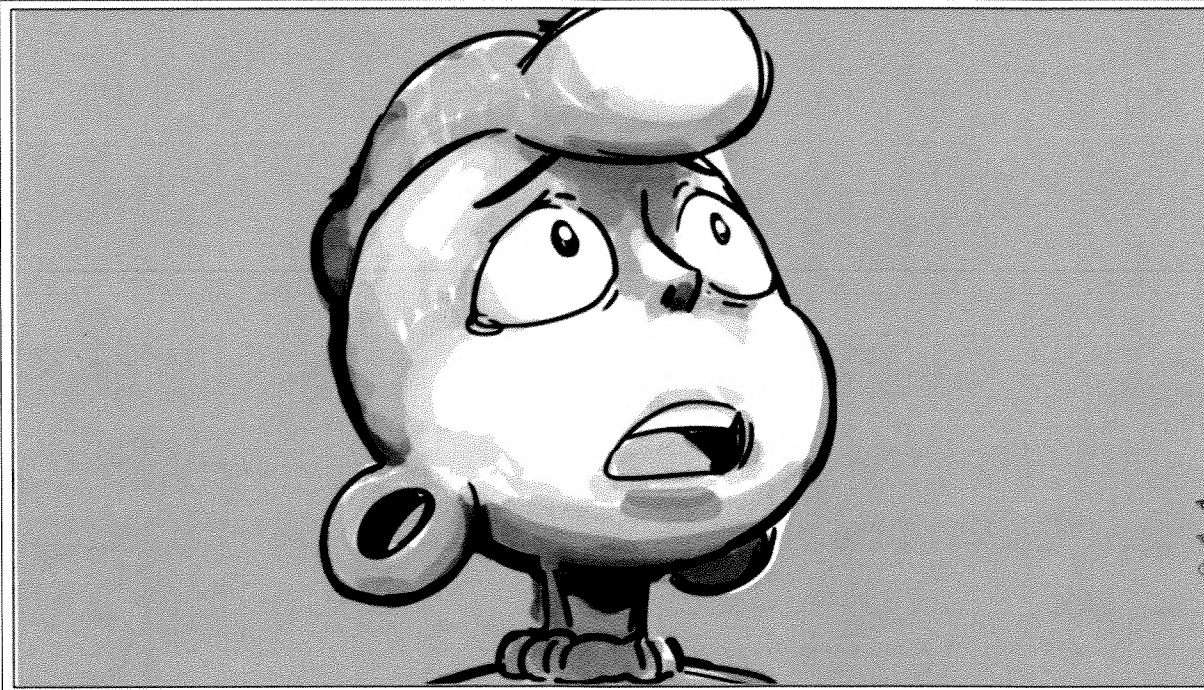
Slugging

Sadie clapping confusedly. (slowly cycle panels 1-2 through scene)



2B

Scene	Panel
252	1



Dialog

LARS: I LOVE YOU, TIGER MILLIONAIRE.

Action Notes

Super sensitive-looking painting.

Slugging

3.03

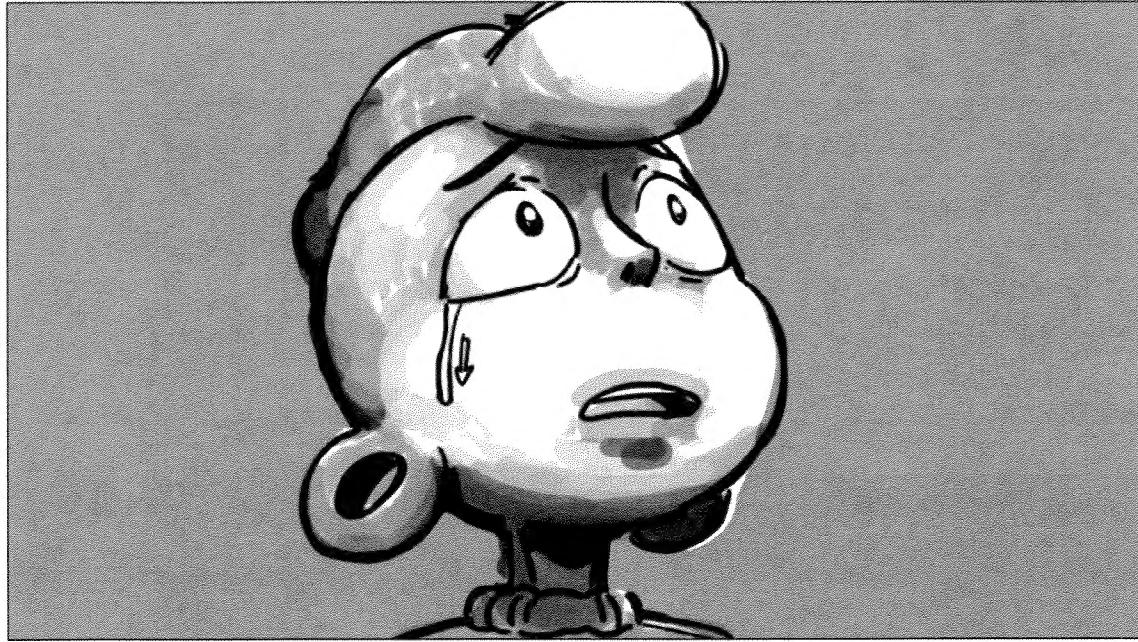
JUL 09 2011

1020.011

1020.011

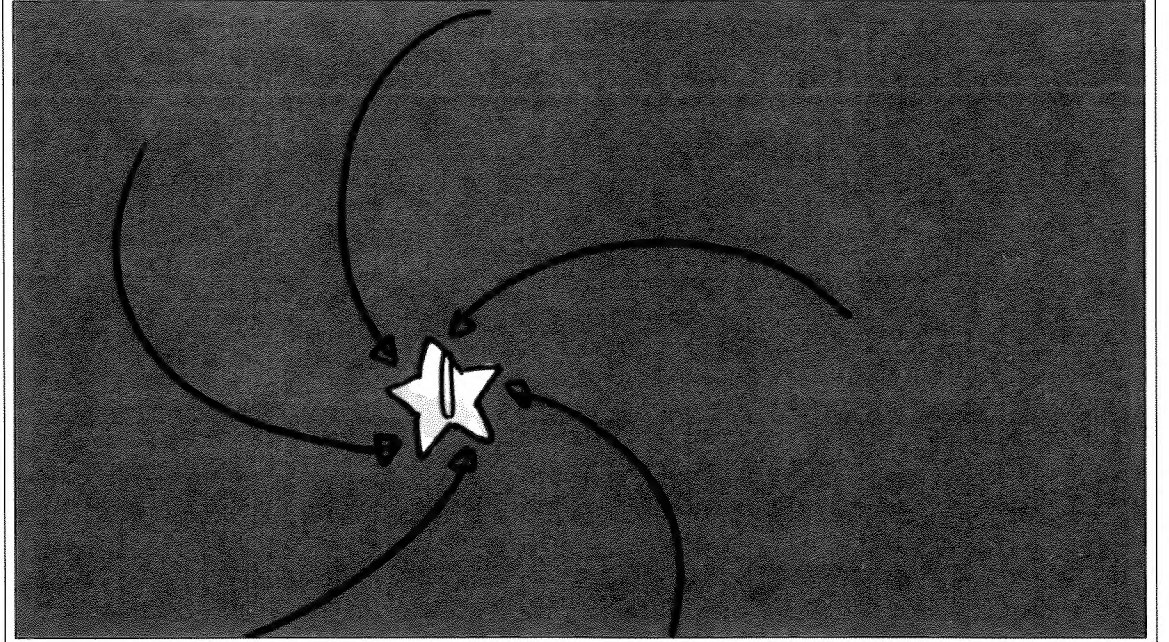
1020.011

Scene	Panel
252	<i>CONT</i> 2



Slugging
1.03

Scene	Panel
252	<i>CONT</i> 3



Action Notes
Star iris in on tear

Slugging
1.03

JUL 09 2013

1020.011

1020.011

1020.011